# Sourcebook 6
# Southern Cross

**About this book**

This is the sixth sourcebook for Macross 2050. Although Southern Cross originally had nothing to do with Macross, they have been irrevocably tied together by the butchery of Carl Macek that is known as RoboTech. Super Dimensional Cavalry Southern Cross became the second chapter of the RoboTech saga (The Robotech Masters arc), being rewritten to be the children of the Macross characters.

I have chosen to include the information for Southern Cross as optional information for the possible use as a colony world for the Macross setting as well as incorporating it into Macross, either completely or in part. I also attempt to correct as many of the Kevinisms as possible.

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# Preface

Super Dimension Cavalry Southern Cross, which became the second chapter of Robotech, "The Robotech Masters", shared many of the same ideas and concepts as Macross did but was originally not a sequel or even related to Macross in any way. This is why in Robotech the infant Dana [Miku in Macross] has green hair and the adult is a blonde; and Hikaru, Minmei, Misa, Max and Miriya are nowhere to be seen after the Macross Saga.

Southern Cross bombed in Japan, and as such had its production run cut short to 23 episodes. Southern Cross ran from April 15, 1984 to September 30, 1984 in Japan on Mainichi Broadcasting Station. Tatsunoko Productions also worked on Southern Cross although the show was not related to Macross in any way story-wise. Many of the scrapped designs and ideas from the unfinished Southern Cross series were later to be incorporated in the also unfinished Robotech sequel, Robotech II: The Sentinels.

Due to lack of specific information about the mecha and other vehicles, I have used what information is available according to Robotech. Thus, many weapon names likely are Robotech labels.

# Chapter 1 – Southern Cross

Towards the end of the 21st century, the Earth was devastated by a nuclear war. The survivors utilized the existing Mars and Jupiter bases as launching points for colony missions in search of habitable planets in which mankind could survive. Their primary colony takes root on planet Liberty in Proxima Centauri. One other such colony was located on a planet now called Glorie, located in the Epsilon Eridani system.

The colonists eventually discovered there was a sentient plant life form on the planet known as Protozor. When humans contact the spores given off by Protozor, they are genetically merged into a species that became known as the Zor. The Zor and the humans eventually degraded into conflict that ended in another nuclear war that nearly destroyed the planet. The Zor were the survivors who fled into space with all of the Protozor they could carry, as they used the Protozor for food and as a source of bio-energy.

By the year 2120, humans have successfully colonized other planets following the near devastation of Earth from the last great world war. However, on Glorie, one such colony are surprised and unprepared at the arrival of The Zor, a group of beings whom were the original inhabitants of the planet and left following similar near fatal events. Coming to reclaim their former home world, a relentless war erupts between both races that ultimately leads to a cataclysmic showdown and into a no-win scenario for either.

Approximately 30 years after the Zor abandon their homeworld, humans have colonized Glorie, knowing nothing of the previous population other than undecipherable ruins left behind. The new colonists have arrived from another planet, Liberty, located in the Proxima system, and begun to terraform the world. Unfortunately, the Zor have depleted their stores of Protozor and have returned to their homeworld in search of the plant life forms they need to survive. The colonists in the show are first generation, leaving family behind on Liberty. They appear to maintain loose communication with Liberty until jammed by the Zor.

The Zors are experts at genetic engineering and have evolved themselves into triplets whereby one of the triplets is optimized for decision-making and tends to lead the triumvirate, one is optimized for action, and the third is optimized for surveillance and data-gathering. This makes the three interdependent, yet highly capable. They have also suppressed all form of emotion within their people and consider individual thinking to be a mental dysfunction.

ASC salute

**Glorie**

Glorie is a planet in the Epsilon Eridani star system. It is the second named colony after the Liberty colony in Proxima Centauri, which humanity now calls their homeworld. As stated previously, Glorie was once the Zor homeworld, also called Zor, and was abandoned after a massive war nearly wiped the Zor out (and likely instigated an ice age).

Similar to planetary scale and atmospheric conditions to Earth, Glorie still had an unexpectedly harsh natural environment. The planet has an elliptical orbit around its sun

with a cycle of approximately 73 years. Sixty percent of the planet surface area is land and during the winter, fifty percent of that land is covered with glaciers. Originally the planetary temperatures in winter averaged between -5 to -30 degrees Celsius. Thanks to extensive military terraforming, Glorie was successfully turned into a suitable planet for terrestrial life.

**Glorie's Government Structure**

- Glorie's government consists of a Prime Minister and Cabinet. The Supreme Commander is considered the top military official for the government.
- The Department of Surface Operations oversees all land and sea operations for the Southern Cross Army. The TC (and all subdivisions), ATAC, Medical Corps, Logistics Corps and CDU fall under jurisdiction of this department.
- The Department of Aerospace Operations oversees all atmospheric and space operations for the Southern Cross Army. The TAF, TASC, TSC, ITC, Transport Corps and CDFC fall under jurisdiction of this department.
- The Glorie Military Police is charged with maintaining order within the ranks and reports directly to Supreme Commander Leon.

**ASC Corps**

There are a total of fifteen different armies in the Southern Cross. Each army has a specific role, and quite often work in concert with each other on large or important missions. The following are different corps within the ASC.

Glorie Military Police – The GMP is in charge of various investigative functions and serves a similar role as the old British SAS. Their army is one of the only ones that train in the use of all types of mecha. They also function as internal affairs for the other branches of the ASC. When necessary, the GMP also act as an informal diplomatic corps.

Tactical Corps – The TC is the backbone of the Southern Cross forces. They serve as the primary ground armed forces, much in the same manner as the UN Army. They specialize in the use of the Salamander battroid as their MBT equivalent.

Tactical Air Corp – The TAC is the primary air force of the Southern Cross, serving in the same function as the UN Air Force, piloting various conventional aircraft.

Tactical Armored Space Corp – The TASC serves in the same function as the UN Space Air Force, specializing in the piloting of the transformable Logan and AJACS mecha as well as conventional fighters and larger spacecraft.

Alpha Tactical Armored Corp – The ATAC serves as elite infantry, piloting the transformable Spartas hovertank to provide fire support for other divisions. In the series, they see the most action and glory in battle compared to the other branches.

Tactical Corps Recon Escort Patrol – The TC-REP serves as scouts for the various other TC subdivisions, striking into enemy territory to gather valuable information on troop deployment and defensive encampments.

Tactical Space Corps – The TSC pilots the various shuttles and warships used by the Southern Cross. They are similar to the UN Space Navy in function.

Civil Defense Unit – The CDU serves to suppress riots and other combatants in urban surroundings. They are trained to fight in a way to minimize damage within city limits as well as using non-lethal combat.

Civil Defense Flying Corp – The CDFC serves in a similar role as the US Air National Guard, providing air support to the CDU when needed.

Tactical Corps Artic Division – The TC-AD is a division of the TC trained specifically for missions in arctic conditions.

Tactical Corps Marsh Division – The TC-MaS is a division of the TC trained specifically for missions in swamp terrain.

Tactical Corps Alpine Division – The TC-AS is a division of the TC trained specifically for missions in mountainous regions.

Tactical Corps Desert Division – The TC-DeS is a division of the TC trained specifically for missions in desert environments.

Tactical Corps Forest Division – The TC-FoS is a division of the TC trained specifically for missions in heavily forested and jungle areas.

Tactical Corps Naval Division – The TC-NaD is a division of the TC trained specifically for oceanic or watery missions. The TC-NaD serves similarly to the old US Navy Seals.

Interstellar Transport Corps – The ITC pilots the interstellar capital ships and makes supply runs from distant systems. The ITC is not recommended for players because the bulk of their time would be in transit between colony worlds, and therefore highly boring.

Transport Corps – The Transport Corps is responsible for in-system and planetary supply missions.

Logistics Corps – The Logistics Corps provide supplies and ground transportation for various units.

Medical Corps – The Medical Corps provides medical attention for all of the different corps of the ASC, although they work more frequently with the TAF and TASC during evacuation missions.

## Character Creation

The armies of the Southern Cross use slightly different class templates than a Macross campaign. Each of the corps of the ASC have their own templates and specialties. The skills, perks, talents and complications are largely unchanged, except for what groups they apply to.

Notable Changes

Spiritia (Stat) – This is ignored outright. However, it is possible the Zor instrumental Shantars use basic spiritia powers to calm the trinities. The Zor instead should use Psionics below.

Psionic Ability (Stat) – Zor have the PSI stat since as a race they are all telepathic. They are limited to the Telepathy power. (see Sourcebook 8, Chapter 14 for details)

Language (Skill) – There are only two main languages to worry about. One is the human standard language, and the other is the language used by the Zor. It's possible each

colony has its own particular dialect of the main human language. The human standard language is not specified, so it could be English or mix of most major languages; or it could be Japanese if you want to keep an anime feel to the game, or given that so many names seem to be French, that might be the primary language.

Mecha Pilot (Skill) – This skill must be taken separately for each type of mecha as usual. Note that only the TC, TAC and TASC can learn to pilot the AJACS. Only the Zor normally pilot bioroid armor.

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|---|---|
| Battroid | Spartas |
| Logan | AJACS |
| Bioroid | Power Armor |

* Battroid includes: Salamander, Dryad, Satyros, Monocle, Unicorn and Djinn
* Power Armor includes: Fenris, Kraken and Triton

Rank (Perk) – Cost is 4 OP per rank for all branches of the Southern Cross, and uses the UN Army enlisted and officer lists.

Membership (Perk) – Cost is 3 OP per rank for Southern Cross personnel.

**Skills and Templates**

Characters may use any of the civilian templates from Macross, excluding Anima Spiritia, T-Crush player or anything from Sourcebook 2 (no Zentraedi). The Anti-UN templates can be used as other terrorist or anti-government paramilitary groups.

Characters joining the ASC automatically start with 2 ranks in each of the Basic Training skills to represent the common skills taught to all members of the Armies of the Southern Cross.

<u>Basic Training Skills</u>
Automatic Weapon
Hand-to-Hand
Rifle or Handgun
Military Etiquette
Athletics
Dodge & Evade
Radio Communications

The character then chooses which branch of the Southern Cross armies they wish to serve with. Each corps template provides the skills that are taught by that field. The player is not required to put skill levels in all of the skills listed, but is recommended to do so. The player has 40 skill levels to distribute amongst their template skills, or ones taught in basic training. Finally, the player can learn skills outside the ones listed under his template, and can not spend these pick up skill levels on the skills provided in his template. The character has skill levels equal to their EDU x3 for these “pick up” skills.

All branches require 2 years of training, placing the youngest graduates at the 17 to 19 age range.

Glorie Military Police (GMP)

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| The GMP is in charge of various investigative functions and serves a similar role as the old British SAS. Their army is one of the only ones that train in the use of all types of mecha. |
| **Skills**: Mecha Pilot: Battroid [Monocle], Mecha Weaponry, Drive, Intelligence Gathering, Interrogation, Human Perception, Streetwise |

Tactical Corp (TC)

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| The Tactical Corps functions as the backbone of the Glorie military forces, and has several subdivisions each that specialize in a different environment. However, this primary division is basic ground forces with generalized training. |
| **Skills**: Mecha Pilot: Battroid [Salamander], Mecha Weaponry, Mecha Combat, Automatic Weaponry, Survival, Stealth, Heavy Machinery |

Tactical Air Force (TAF)

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| The TAF is the primary air forces for Glorie. They patrol and protect the aerospace of the planet and provide aerial support to the ground forces. |
| **Skills**: Pilot: Fixed Wing Aircraft, Pilot: Gyro & Helicopter, Pilot: Jetpack, Pilot: Vectored Thrust, Weapons Systems, Navigation, Handgun |

Tactical Armored Space Corp (TASC)

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| The TASC is the space counterpart to the TAF. Their duty is to protect the area of outer space surrounding the planet and it's two moons. |
| **Skills**: Mecha Pilot: Logan, Mecha Pilot: AJACS, Weapons Systems, Zero-G Movement, Mecha Weaponry, Astro-Navigation, Mathematics |

Alpha Tactical Armored Corp (ATAC)

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| The ATAC functions as a fast attack armored group that takes on special assault missions. They also function in a similar role as many military special forces. |
| **Skills**: Mecha Pilot: Spartas, Pilot: Hovercraft, Weapons Systems, Navigation, Mecha Combat, Mecha Weaponry, Rifle & Shotgun |

Tactical Corps Recon Escort Patrol (TC-REP)

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| The TC-REP has a dual role of reconnaissance and search & rescue. For this, they receive advanced survival training and stealth skills. |
| **Skills**: Concealment, Stealth, Tracking, Information Gathering, Sniper, Rifle & Shotgun, Survival |

Tactical Space Corps (TSC)

| The TSC consists of Glorie's space navy. The TSC has the duty of protecting the planet from space assault with their fleets of mighty capital ships. |
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| **Skills**: Starship Operation, Pilot: Jetpack, Weapons Systems, Zero-G Movement, Astro-Navigation, Mathematics, Rifle & Shotgun or Handgun |

Civil Defense Unit (CDU)

| The CDU consists of urban protection and riot control personnel. They are tasked with the duty of maintaining peace within the colony, and often work alongside the CDFC and the GMP. |
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| **Skills**: Drive, Pilot: Hovercraft, Mecha Pilot: Battroid [Unicorn], Mecha Combat, First Aid, Authority, Handgun |

Civil Defense Flying Corp (CDFC)

| The CDFC is the air support personnel counterpart to the CDU. They provide air support for riot control, aid in search & rescue and also provide evacuation support. |
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| **Skills**: Pilot: Fixed Wing Aircraft, Pilot: Gyro & Helicopter, Pilot: Jetpack, Pilot: Vectored Thrust, Weapons Systems, Navigation, Handgun or Rifle & Shotgun |

Tactical Corps Artic Division (TC-AD)

| The TC-AD is the subdivision of the TC that specializes in cold weather missions. |
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| **Skills**: Mecha Pilot: Power Armor [Fenris], Survival, Navigation, First Aid, Rifle & Shotgun, Athletics, Tracking/Shadowing |

Tactical Corps Marsh Division (TC-MaS)

| The TC-MaS is the subdivision of the TC that specializes in swamp and marsh terrain missions. |
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| **Skills**: Mecha Pilot: Power Armor [Triton], Stealth, Survival, Concealment, Escape Artist, Hand-to-Hand, Rifle & Shotgun, Automatic Weapons |

Tactical Corps Alpine Division (TC-AS)

| The TC-AS is the subdivision of the TC that specializes in mountainous missions. |
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| **Skills**: Mecha Pilot: Battroid [Satyros], Climbing, Demolitions, Melee, Survival, Rifle & Shotgun, Automatic Weapons |

Tactical Corps Forest Division (TC-FoS)

| The TC-FoS is the subdivision of the TC that specializes in forested or heavily wooded missions. |
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| **Skills**: Mecha Pilot: Battroid [Dryad], Climbing, Melee, Concealment, Navigation, Handgun, Tracking/Shadowing |

Tactical Corps Desert Division (TC-DES)

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| The TC-DES is the subdivision of the TC that specializes in desert missions. |
| **Skills**: Mecha Pilot: Battroid [Djinn], Concealment, Melee, Pilot: Hovercraft, Survival, Rifle & Shotgun, Endurance |

Tactical Corps Naval Division (TC-NaD)

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| The NaD is the subdivision of the TC that specializes in underwater or oceanic missions. |
| **Skills**: Mecha Pilot: Power Armor [Kraken], Swimming, SCUBA, Shiphandling, Melee, Rifle & Shotgun, Endurance |

Interstellar Transport Corps (ITC) and Transport Corps (TCo)

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| Essentially the same branch, ensuring all air supply is maintained. The ITC moves cargo from colony to colony while the TCo only works within a given planet's immediate space. |
| **Skills**: Pilot: Shuttlecraft, Astro-Navigation, Mathematics, Heavy Machinery, Zero-G Movement, Shiphandling, Systems Operation or Radio Communications |

Logistics Corps (LC)

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| The LC is the ground counterpart to the TCo, moving cargo once it is planetbound. The LC works with all other ground forces to move mobile bases and military supplies. |
| **Skills**: Drive, Heavy Machinery, Navigation, Pilot: Hovercraft, Handgun, Radio Communication |

Medical Corps (MC)

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| The MC works with most of the other branches, although they work with the CDU and CDFC most. They provide all medical needs from field surgery and paramedic services to permanent base hospital staffing. |
| **Skills**: First Aid, Paramedic, Diagnose Illness, Med Tech, Forensics, Handgun, Human Perception |

**Standard Equipment**

All Southern Cross personnel are automatically provided housing in the barracks and three square meals per day if they wish. Officers are offered relatively inexpensive housing in the apartment complexes on or near SC installations (averages 350 credits per month for an apartment with one bedroom, living room, kitchenette and bathroom). Officers also have the option of renting or owning housing in the civilian sectors/cities.

All Southern Cross Members – 2 duty uniforms, 1 dress uniform, ID card with security and tracer, personal communication device, backpack, utility belt, M-42 semi-automatic 9mm sidearm, 2 extra ammo clips, flashlight.

Furthermore, all Tactical Corps subdivisions also have a survival pack, survival knife and infrared distancing binoculars.

Glorie Military Police – arming doublet with combat shield, Monocle battroid or hovercycle. Officers are issued a vibroblade as well.

Tactical Corps – arming doublet with heavy combat shield, LR-20 laser rifle, PPL-12 pulse laser pistol, Salamander battroid or conventional military vehicle

Tactical Air Force – arming doublet with light combat shield, jet pack, P-20 pulse laser pistol, parachute, survival knife, 3 signal flares, Spectre or Sylphide jet fighter

Tactical Armored Space Corp – arming doublet with space shield, P-20 pulse laser pistol, 3 signal flares, space utility belt, 50m of nylon cord, AJACS or Logan

Alpha Tactical Armored Corp – arming doublet with heavy combat shield, PPL-12 pulse laser pistol, LR-20 laser rifle, heavy utility belt, survival pack, Spartas hovertank

Tactical Corps Recon Escort Patrol – arming doublet with light combat shield, LP-20 laser rifle, 6 signal flares, 2 survival knives, heavy utility belt, survival pack, hovercycle or other conventional vehicle, Monocle battroid or Bumblebee recon plane as needed

Tactical Space Corps – arming doublet with space shield, space utility belt, PPL-12 pulse laser pistol, LR-30 laser assault rifle, 2 cobalt grenades, Sylphide or Corsair IV fighter

Civil Defense Unit – Putman stun gun, nightstick, handcuffs, arming doublet with heavy combat shield, PPL-12 pulse laser pistol, heavy utility belt, choice of hovercycle or other conventional vehicle, Unicorn battroid as needed

Civil Defense Flying Corp – Phantom III interceptor, arming doublet with light combat shield, P-20 pulse laser pistol, Putman stun gun, nightstick, handcuffs, jetpack

Tactical Corps Artic Division – arming doublet with heavy combat shield, PPL-12 pulse laser pistol, LR-20 laser rifle, 60m of nylon cord, cold climate utility belt, 6 signal flares, snowshoes, extendable skis, additional 6 weeks of rations and water, Fenris power armor

Tactical Corps Marsh Division – arming doublet with heavy combat shield, PPL-12 pulse laser pistol, hot climate utility belt, additional survival knife, Triton power armor

Tactical Corps Alpine Division – arming doublet, PPL-12 pulse laser pistol, climbing gloves, climbing boots, 100m of nylon rope with auto-boring pitons, magnetic climbing pads, Satyros battroid

Tactical Corps Desert Division – arming doublet with searchlight shield, PPL-12 pulse laser pistol, PR-30 laser rifle, hot climate utility belt, 6 signal flares, choice of hovercycle or dune buggy, Djinn battroid as needed

Tactical Corps Forest Division – arming doublet with searchlight shield, PPL-12 pulse laser pistol, PR-30 laser rifle, machete or short sword, 4 signal flares, 1 man portable tent

Tactical Corps Naval Division – arming doublet, underwater booster pack, SP-10 Shark, wetsuit, SCUBA gear, Kraken power armor

Interstellar Transport Corps – arming doublet (TSC style), P-20 pulse laser pistol, 3 signal flares, space utility belt

Transport Corps – arming doublet (TAF if planetary or TSC if interplanetary), P-20 pulse laser pistol, parachute, survival knife, 3 signal flares, space utility belt

Logistics Corps – arming double (match unit they are working with), heavy utility belt, P-20 pulse laser pistol, APC or other appropriate vehicle as needed

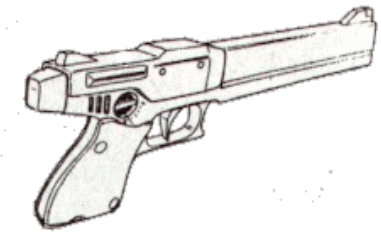
Medical Corps – arming doublet (match unit they are working with), portable medical kit, P-20 pulse laser pistol

# Chapter 2 – Equipment

This chapter covers the equipment and weapons used by the various Southern Cross groups.

## Weapons

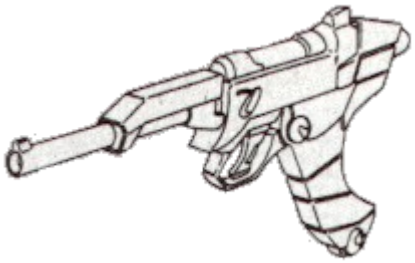
### M-39 Officer's Pistol



This is a streamlined combat pistol carried by officers. The weapon includes a hammerless action to minimize penetration of foreign matter into the action of the weapon. The clip-fed magazine is stored in the grip similar to the German Luger pistol. This packs more punch than the M-42 pistol carried by most personnel.

WA +2, Range 110m, Damage 2d6+3, Clip 15, BV 1, Weight 1.1kg, 375 credits

### M-42 Semi-automatic pistol



This is a conventional weapon as shown by the chamber and slide mechanisms for clearing spent rounds from the top of the pistol. The weapon includes a hammerless action to minimize penetration of foreign matter into the action of the weapon. The clip-fed magazine is stored in the grip similar to the German Luger pistol. This pistol is the main side arm of the Southern Cross Army as well as the Glorie Military Police.

WA +2, Range 100m, Damage 2d6, Clip 15, BV 1, Weight 1kg, 310 credits

### Snub-nose Pistol

This weapon is used primarily by the TAF and CDFC units. The compact design helps to keep the weapon from getting in the way of piloting.

TAF design

CDFC design

### Carbine Laser Pistol

This is a lightweight energy pistol used as a light assault weapon.

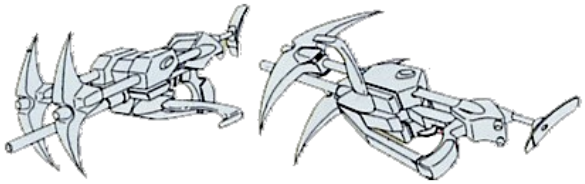
WA +2, Range 130m, Damage 3d6, Clip 25, BV 1, Weight 1kg, 1256 credits

**Alpine Division Carbine**

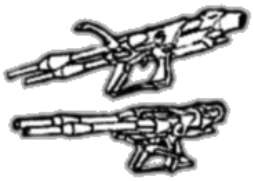
The TC-AD uses a carbine that also can function as a climbing pick and hammer. The weapon includes a side handle for better stability. The officer version has three barrels, the main central barrel and secondary barrels in each side pick

WA +2, Range 130m, Damage 3d6, Clip 25, BV 1, Weight 1kg, 1256 credits

Picks: WA +0, Damage 2d6 AP



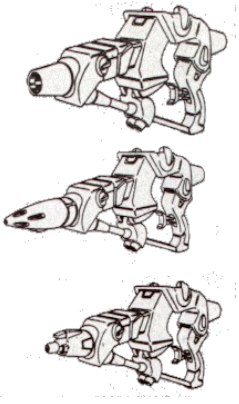
**Shark Underwater Carbine**



The Shark is a variant of the standard TC heavy particle rifle. The officer version has two long barrels, while the NCO version has a short wide rectangular aperture. The Shark includes a side handle for stability in aiming.

WA +2, Range 130m, Damage 3d6, Clip 25, BV 1, Weight 1kg, 1256 credits

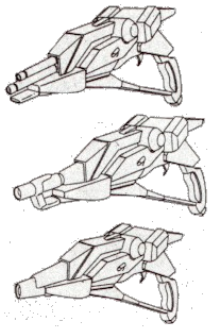
**P-20 Particle Beam Carbine**



The TASC carbine is a beam weapon that has different collating nozzles on the front that are allocated to troops based on rank. Officers receive the rapid fire repeating narrow beam version that would provide better accuracy and penetration, as well as providing a much higher rate of file up to fully automatic. The Non-commissioned officers receive one that that contains 3+ fixed tight beams for better penetration over the enlisted version. The enlisted version has a single beam that probably can do slightly more damage than the others per hit.

WA +2, Range 160m, Damage 5d6, Clip 10, BV 1, Weight 1.1kg, 1712 credits

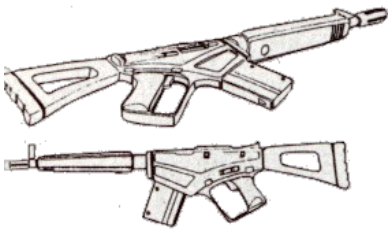
**Particle Beam Carbine**



The REP Carbine has different nozzles that are assigned to the troops based on rank. The officer version has a twin barreled arrangement that provides accuracy and good penetration. The NCO and enlisted version have only a single barrel. The NCO version provides a tighter beam for better penetration.

WA +2, Range 160m, Damage 5d6, Clip 10, BV 1, Weight 1.1kg, 1712 credits

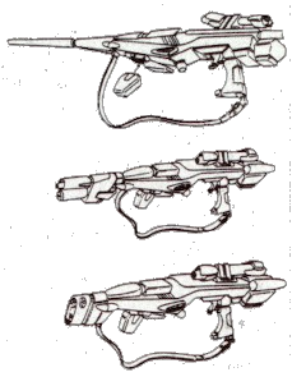
**SC-AR-25 Assault Rifle**



This assault rifle is a weapon similar to the main infantry weapon of the 20th century on Earth. The weapon is selectable between semi-automatic, fully automatic, or a 3-round burst. The ammunition is provided in a removable magazine inserted in front of the trigger mechanism.

WA +0, Range 400m, Damage 4d6, Clip 50, BV 5, Weight 4kg, 1155 credits

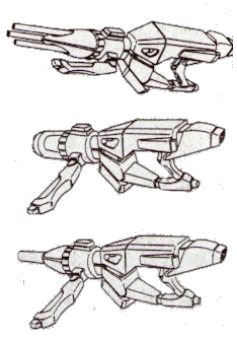
**Particle Beam Rifle**



The ATAC rifle is a beam weapon that has different collating nozzles on the front that are allocated to troops based on rank. Officers receive the narrow beam version that would provide better accuracy and penetration. The Non-commissioned officers receive one that probably would focus the beam better for more penetration over the enlisted version, which probably would maximize damage at the expense of penetration. The weapon includes an integral scope to assist in precision targeting. For power, the weapon uses a rechargeable battery magazine that attaches as shown in the figure to the right.

WA +2, Range 400m, Damage 5d6, Clip 30, BV 1, Weight 3kg, 756 credits

**Heavy Particle Beam Rifle**



The TC rifle is a beam weapon that has different collating nozzles on the front that are allocated to troops based on rank. Officers receive the tri-barreled narrow beam version that would provide better accuracy and penetration. This version is selectable between semiautomatic and fully automatic. The Non-commissioned officers receive one that can deliver significant damage to a target. The enlisted version does less damage than the NCO version, but has better penetration capabilities. The weapon includes folding side handle to assist in aiming this awkward weapon. For power, the weapon uses a large rechargeable battery magazine that attaches in front below the barrel.

WA +2, Range 580m, Damage 8d6, Clip 5, BV 1, Weight 3.5kg, 1454 credits

## Armor and Other Equipment

**Arming Doublet**

Each of the groups of the Southern Cross have individually customized arming doublets designed for their particular field of expertise. All arming doublets are considered to have a “hardpoint” on the back of the armor, which allows for the quick mounting of a backpack, survival pack, jetpack or other similar equipment, as well as one on the left forearm for mounting a shield. In Mekton terms, all arming doublets are considered to be standard armor.

Some variations of arming doublets have carabineers, which are metal “O” rings attached to the armor for the use of rappelling and climbing with the use of cords. They can also be used to tie additional gear to, although this will likely cause a penalty to all AGIL based rolls.

Most arming doublets are not environmentally sealed, but can be made so with a special suit worn underneath (+100 credits). The arming doublets of the TASC, TSC, TC-MaS and TC-NaD are already environmentally sealed at no extra cost.

TC – The Tactical Corps has the heaviest armor of any of the Southern Cross arming doublets. The armor even includes overlapping plates to reinforce the abdomen instead of just flexible armor like most of the other suits. There are also compartments at the waist to hold supplies like additional magazines. The leg armor contains visible and IR lights to help illuminate the ground in front of the soldier. The officer's shield includes a searchlight to deal with smoke covering battlefields.

SP 25, Weight 7kg, 723 credits, -2 DEX

TC arming doublet

GMP – The GMP uses a common body armor with stylistic differences in the helmet to help denote rank besides the shoulder markings. The face plates are hinged at the top to swing up and are also removable. The abdomen of the armor is only lightly armored to maximize flexibility of the user. There is also limited coverage in the armpit and inside of the arm as well as where the leg armor meets the hip armor. The left knee includes the soldier's squad numeric designation.

The officer's helmet includes an asymmetric crest on the front. A shield is also used in the off hand. The officer's version contains a sheath for a long knife.

The NCO helmet has 'horns' instead of a front crest and the enlisted helmet lacks additional adornment. The NCO uses a stout medium shield and the enlisted troopers have a more plain basic shield.

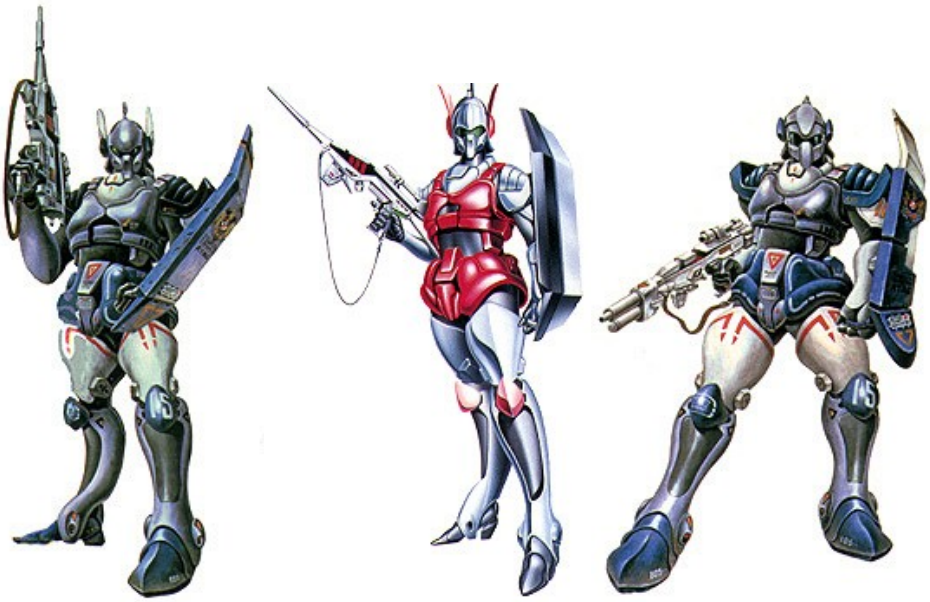
SP 23, Weight 4.8kg, 657 credits

GMP arming doublet

ATAC – The ATAC uses a common body armor with stylistic differences in the helmet to help denote rank besides the shoulder markings. The face plates are hinged at the top to swing up and are also removable. The abdomen of the armor is only lightly armored to maximize flexibility of the user. There is also limited coverage in the armpit and inside of the arm as well as where the leg armor meets the hip armor. The left knee includes the soldier's squad numeric designation.

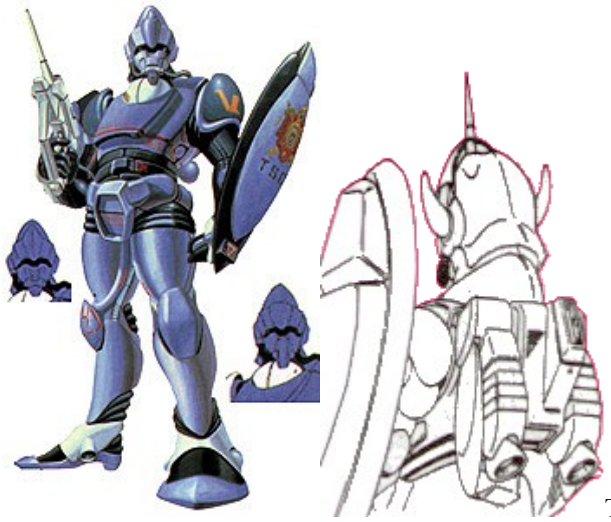
The officer's helmet includes wings and a solid crest running down the skull-line similar to roman legionnaire helmets. A heavy shield is also used in the off hand.

SP 20, Weight 4.1kg, 596 credits


ATAC

TAC – The TAC armor provides good coverage to the entire body with a fairly heavy armor. The TAC uses sizeable shields to assist in civil defense.

SP 23, Weight 4.8kg, 657 credits



TAC arming doublet with jetpack

TAF – The TAF arming doublet integrates a G-suit for flight maneuvering. Different ranks have slightly different stylization on the helmet and vestigial arm shields so as not to interfere with piloting controls.

SP 23, Weight 4.8kg, 700 credits, pressurized suit (+3 on G rolls)

TAF arming doublet with snub-nose laser pistol

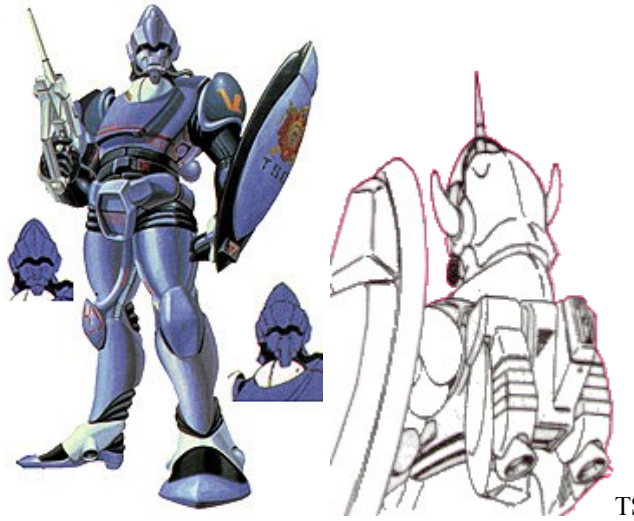
CDFC – The CDFC arming doublet incorporates a G-suit into the armor. Different ranks have slightly different stylization on the helmet and vestigial arm shields so as not to interfere with piloting controls.

SP 23, Weight 4.8kg, 700 credits, pressurized suit (+3 on G rolls)

CDFC arming doublet with snub-nose laser pistol

TSC – The TSC uses a common body armor with stylistic differences in the helmet to help denote rank besides the shoulder markings. The face plates are hinged at the top to swing up and are also removable. The abdomen of the armor is only lightly armored to maximize flexibility of the user. There is also limited coverage in the armpit and inside of the arm as well as where the leg armor meets the hip armor. The left knee includes the soldier's squad numeric designation. Thrusters are embedded in the arming doublet and shield to assist in maneuvering in space. Also, the TSC arming doublet supports a backpack provides the dual role of supplying oxygen as well as providing a means of propulsion in deep space. This pack also provides limited propulsion in an atmosphere and can be used for emergency ejection from a fighter to provide a recoverable landing.

SP 20, Weight 4.1kg, 596 credits



TSC arming doublet with jetpack

TASC – The TASC uses a common body armor with stylistic differences in the helmet to help denote rank besides the shoulder markings. The face plates are hinged at the top to swing up and are also removable. The abdomen of the armor is only lightly armored to maximize flexibility of the user. There is also limited coverage in the armpit and inside of

the arm as well as where the leg armor meets the hip armor. The left knee includes the soldier's squad numeric designation.

The officer's helmet includes an antenna and long range radio for communicating with headquarters during operations. A heavy shield is also used in the off hand. Thrusters are embedded in the arming doublet and shield to assist in maneuvering in space.

SP 20, Weight 4.1kg, 596 credits, Space Enviromentals

TASC

TC-ReP – The arming doublet provides fairly complete coverage to the front of the wearer, except for the shin area. The armor incorporates some limited thrusters to help maneuver in flight. The REP uses rather small arm shields that vary according to rank class.

SP 23, Weight 4.8kg, 750 credits, Verniers (MA 6)

TC-ReP arming doublet

TC-AD – The Arctic Division arming doublet supports operations in cold weather. The standard Arctic Division armor incorporates a large shield which appears to incorporate a light. The Arctic Division arming doublet uses an arctic weather backpack

that provides heating capability to allow the soldier to survive longer in extreme low temperatures.

SP 25, Weight 7kg, 750 credits, -1 DEX, Arctic Environmentals

TC-AD arming doublet

TC-DES – The DES arming doublet supports operations in the extreme desert temperatures as well as providing protection against the dust and sand. The shield includes a high powered search light for use during sand storms and at night.

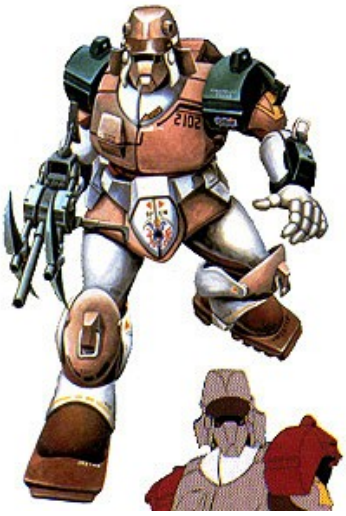
SP 25, Weight 7kg, 750 credits, -1 DEX, Desert Environmentals

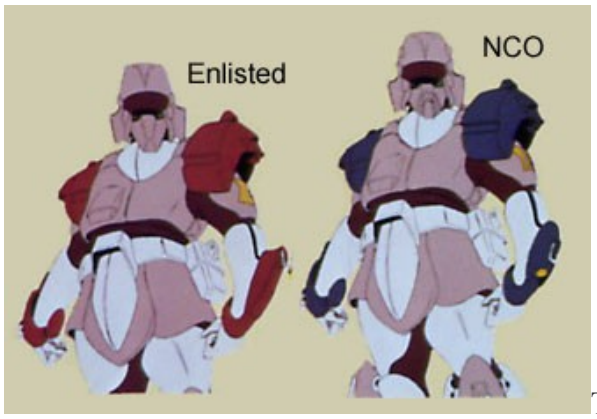
TC-DES arming doublet

TC-AS – The MOS arming doublet includes numerous carabineers to support rock climbing gear. Furthermore, the right forearm includes a spike launcher to secure ropes or to propel a rope a reasonable distance (50m). The shoulders have containers for rope and other climbing supplies. The feet are ribbed to add additional gripping power while climbing (+2 climbing rolls in rocky terrain).

There are only minor stylistic differences between the helmets for Enlisted, NCO and Officers. The small arm shields also differ slightly in their appearance and relative protective capabilities.

SP 25, Weight 7kg, 745 credits, -1 DEX, carabineers (1 each leg/arm)

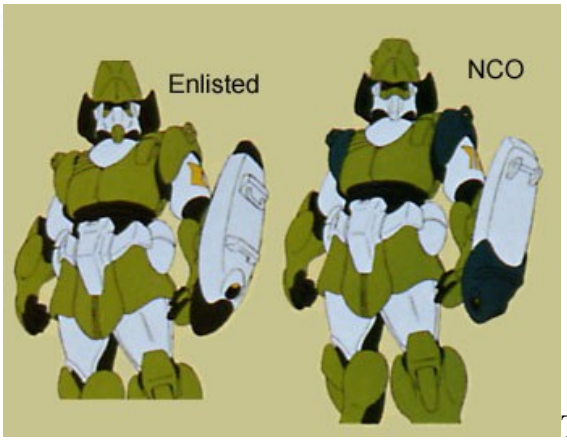





TC-AS

TC-FoS – The FOS armor provides humidity control to deal with sweltering heats possible in tropical jungles. The shoulders of the arming doublet include mounting points for tying off ropes for climbing or to assist in belaying. Also, the shield includes a built-in light source as well as additional tie-off bars.

SP 25, Weight 7kg, 750 credits, -1 DEX, Thermal Environmentals




TC-FoS

TC-MaS – The MAS armor is watertight and protects the wearer from the wet and cold. Also the feet have inflatable sections to allow the user to float on his feet.

There are minor stylistic differences between the helmets for Enlisted, NCO and Junior Officers. The shields also vary, primarily on the end closest the elbow.

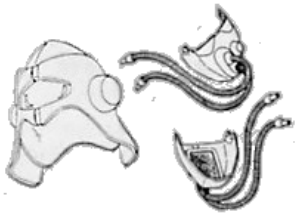
SP 25, Weight 7kg, 750 credits, -1 DEX, Underwater/Arctic Environmentals

TC-MaS

TC-NAD – The NAD arming doublet is capable of support water dives down to a depth of 50-70 meters. The suit contains removable flippers to assist in swimming.

The helmets vary only slightly in outward appearance. The primary differences is in the removable regulator plate covering the mouth area. Enlisted personnel have the two air hoses in a vertical arrangement, while NCOs have a horizontal arrangement. Junior officers have a vertical arrangement and what appears to be an auxiliary connection. The small arm shields vary only slightly between the rank groups.

SP 25, Weight 7kg, 750 credits, -1 DEX, Underwater/High Pressure Environmentals



TC-NAD

**Combat Shield**

There are several types of combat shields. All types can attach to the arm armor of the person using it to help offset the weight and to prevent them from dropping it. Shields

are constructed of "Alpha" class armor by Mekton terms (requires 25 damage to degrade SP). All shields fall into one of the following categories regardless of cosmetic styling.
Light – SP 15, SDP 75, DA -0, 1.5 kg, 150 credits
Standard – SP 20, SDP 100, DA -1, 2 kg, 175 credits
Heavy – SP 25, SDP 125, DA -2, 3 kg, 250 credits
Space – SP 15, SDP 75, DA -0, 1.7 kg, 170 credits, Verniers (+1 DEX in weightlessness, 2 hour battery)
Searchlight – SP 15, SDP 100, DA -1, 1.5kg, 160 credits, Spotlight (100m, 5 hour battery)

**Standard Backpack**

This is a hard-shell pack that comes with 2 flares and an under-slung canteen that can hold up to 4 liters of water, or can be emptied and used as an air-tight specimen container. The main pack can hold up to 13 kg of supplies.

10 Hits, Weight: 2 kg empty, 30 credits

**Survival Pack**

This pack contains a first aid kit, 2 signal flares, waterproof matches or lighter, flashlight, vitamins and 3 weeks worth of freeze-dried food. Suspended underneath the main pack are two canteens that hold 2.75 liters each or can be emptied and used as air-tight specimen containers.

10 Hits, Weight: 9 kg fully loaded, 75 credits

**Jetpack**

This pack contains thrusters and verniers for flight in an atmosphere or space. In an Earth-like atmosphere it can provide speed up to 95 kmph, or 128 kmph in space. The power cell provides 2 hours of use, and the verniers give a +1 bonus to dodge in weightlessness. Has a maximum range of 547km with a maximum effective ceiling of 609m. This pack is commonly used by the TAF, CDFC, TASC and GMP.

20 Hits, Weight: 25 kg, 300 credits

**Maneuver Pack**

This pack contains more powerful thrusters than a jetpack, as well as increased verniers for mobility in space or underwater. Provides speed of up to 160kmph in space or 48kmph underwater. This pack's power cell last for up to 6 hours of use. The verniers provide a +2 bonus to dodge and maneuver in space or underwater.

20 Hits, Weight: 31 kg, 450 credits

**Utility Belt**

This standard utility belt is a larger, baggy holster style unit, with a pouch on both hips and one larger pouch slung over the back. Each pouch can hold up to four additional ammunition clips, flares, food, or whatever. On the right hip is a detachable holster for a standard sized sidearm. This type is common among the TC and GMP.

Weight: 0.5 kg, 15 credits

**Space Utility Belt**

Identical to the standard utility belt, except that all of the pouches seal and tuck under the belt to keep them secured in weightless environments. Standard issue for the TSC and TASC.

Weight: 0.5 kg, 20 credits

**Heavy Utility Belt**

This is larger than the standard utility belt two pouches on either hips, one larger pouch slung over the back, and another large pouch in the front that buckles shut. Each pouch can hold up to eight additional ammunition clips, flares, food, or whatever. On the right hip is a detachable holster for a standard sized sidearm. This type is common with the ATAC, TC-REP, and CDU.

Weight: 1 kg, 30 credits

**Cold Climate Utility Belt**

This is a heavier utility belt with one large pouch on each hip, and two more on the back. The belt carries a mini-power cell that keeps the pouches heated so that the contents will not freeze while in the arctic. Also, there is an IR searchlight on the front buckle with an 18.3m range. The mini-cells provide power for up to 48 hours.

Weight: 1 kg, 125 credits

**Hot Climate Utility Belt**

This is a heavier utility belt with one large pouch on each hip, and two more on the back. The belt carries a mini-power cell that keeps the pouches cooled so that the contents will not spoil or get moldy while in the desert or humid climates. Also, there is an IR searchlight on the front buckle with an 18.3m range. The mini-cells provide power for up to 48 hours. This is standard issue for the TC-DES and TC-MaS groups.

Weight: 1 kg, 125 credits

# Chapter 3 – Mecha

This chapter covers the various mecha used by the armies of the Southern Cross, both transformable and non-transformable.

**Tech Manual Notes**

The mecha from Southern Cross use a good portion of the same technology as found in the Macross 2050 Tech Manual, for ease of reference. However, there are a few technologies and "house rules" not used from Macross.

Engines – The mecha in Southern Cross use modified costs and information for all engine types as listed in the Tech Manual.

Variable Fighter – The mecha in Southern Cross use the typical transformation rules. The packages are listed out here:

Logan: [x0.4] jet form, weapon networking

Auroran: [x0.65] helicopter form, jet form, weapon networking

Spartas: [x0.65] tank form, artillery form, weapon networking

New Form – The Spartas hovertank does not have a gerwalk "hybrid" form, instead having an artillery configuration called "gladiator".

**ARTILLERY FORM**

| | |
|---|---|
| **Cost:** | x0.25 |
| **Modifiers:** | -2 MR, +3 to WA |
| **Propulsion:** | Jump rockets or GES only |
| **Hardpoints:** | Torso, pod, legs, arms, binders |
| **Special:** | No hands or hand-held weapons |

Missiles – Only "basic" missiles are available. There are no reaction missiles or high-maneuverability missiles.

## Standard Weapons and Systems

### EU-10 Gunpod

This energy rifle is carried by almost all of the ACS battroids. The gunpod has a streamlined form and uses energy clips.
2K, Range 36, BV 3, +1 WA, 2 Kills, 1 Space, 25 CP

### EU-11 Gunpod

This energy rifle is designed for precision shots at a distance, and shows excellent armor piercing capability in the anime. Used by the Spartas.
2K, Range 36, AP, +3 WA, 2 Kills, 1 Space, 72 CP

### E-21 Gunpod

This energy rifle has advanced targeting equipment built into it to increase accuracy. This weapon is not issued as a standard weapon to any battroids, but can be issued for special missions as needed.
2K, Range 24, BV 3, +3 WA, 2 Kills, 1 Space, 73 CP

### 36mm Pulse Plasma Gun

The Spartas has one of these mounted in the right arm housing. It can only fire in gladiator mode, and used as a close defense and anti-aircraft weapon.
1K, Range 24, BV 6, +1 WA, 1 Kill, 1 Space, All Purpose, 40.95 CP

### 120mm Smoothbore Cannon

This is the large barrel weapon mounted in the Spartas' left arm housing. It can only fire in gladiator or battroid modes. The cannon has an effective range of 5.6km. Typical payload is 30 standard ammo in the left arm with 10 standard, 5 AP, 5 HE, 5 MPAF and 5 smoke in the right arm. It takes one turn to load a single shell from the right arm bin into the cannon (minimum STR 4).
10K, Range 112, +1 WA, 10 Kills, 4 Spaces, 85.5 CP

Standard Ammo: Payload 10, 2 Kills, 2 Spaces, 8.55 CP
AP Ammo: Payload 5, 1 Kill, 1 Space, AP, 17.1 CP
HE Ammo: Payload 5, 1 Kill, 1 Space, Blast 1, 25.65 CP
FSDS-TU Ammo: Payload 5, 1 Kill, 1 Space, AP, Hypervelocity, 21.38 CP

HESH Ammo: Payload 5, 1 Kill, 1 Space, Kinetic, 12.83 CP
MPAF Ammo: Payload 5, 1 Kill, 1 Space, Blast 1, Anti-Personnel, 25.65 CP
MAPHE-SG Ammo: Payload 5, 1 Kill, 1 Space, Blast 1, +1 WA, 34.2 CP
Smoke Ammo: Payload 5, 1 Kill, 1 Space, Blast 5, Smoke, 29.93 CP

**Heavy Ion Cannon**

Some later models of the Spartas replace the 120mm smoothbore cannon with a high energy output ion cannon. This trades the versatility of different ammunition with the convenience of never having to reload the cannon.
10K, Range 36, +1 WA, 10 Kills, 10 Spaces, 45 CP

**E4 Laser**
+1 WA, Range 36, 1K, BV 2, 1 Kill, 1 Space, 13 CP

**E5 Laser**
+1 WA, Range 36, 2K, BV 2, 2 Kills, 1 Space, 27.5 CP

**E-18 Pulse Laser**
+1 WA, Range 24, 1K, BV 2, 1 Kill, 1 Space, 15 CP

**EU-21 Pulse Laser**
+1 WA, Range 24, 2K, BV 3, 2 Kills, 1 Space, 18 CP

**EU-22 Pulse Laser**
+1 WA, Range 24, 1K, BV 6, 1 Kill, 1 Space, All Purpose, 54.6 CP

**PB-20 Pulse Laser**
+1 WA, Range 24, 1K, BV 3, 1 Kill, 1 Space, 20 CP

**40mm Grenade Launcher**
2K, Range 26, Blast 1, +0 WA, 2 Kills, 2 Spaces, 20 CP
Optional gas or smoke warheads.

**SVTL**

The Sight Vision Tracking Link system was developed by Louis for the purpose of training simulations, but was integrated into the upgrade package for the Spartas part way through the war. The system is a combination of a program to track the movement of the pilot's eyes and aid in targeting, and a low-level AI to analyze and predict the movement of enemy mecha. This system allowed for greater accuracy of all ranged weapons, and in the event the pilot misses a shot, the AI would automatically fire the same weapon again to increase the chance of a hit.

This system grants +1 WA to all ranged weapons. If an attack roll misses, the pilot may immediately make another attack roll to attempt to hit (consumes additional ammunition if applicable) with no penalty (effectively you re-roll missed attacks). Melee/unarmed attacks do not get the reroll. Because the secondary shot is done by the

mecha's AI (1d10+12), Luck points may not be spent on it. It takes 1 Space, has 1 Kill and costs 32 CP.

**Compartment Shielding**

Part of the upgrade of the Spartas for their mission to capture a Zor ship in orbit, this compartment would fit over the pilot seat and provide environmental protection in space while in sniping clapper or gladiator configurations. Transforming into battle sniper configuration would eject the shield, and would require it be reattached in a proper repair bay.

While attached, the Spartas is considered to have a canopy (SP 2) instead of saddle. The Spartas pilot gains benefit of space environmental sealing. This costs a flat rate of 10 CP and is not added into the mecha's base cost, rather than being a cost multiplier since it is a temporary benefit.

## Mecha of the Armies of the Southern Cross (ACS)

The Southern Cross uses three types of main armor. The first group is variable configuration mecha similar to the VF units of Macross. The second is humanoid robots not unlike the destroids of Macross, called battroids. The third is a group of human-sized power armor that provides the person wearing it with armor and weapons for combat in less than hospitable environments.

**ACS Variable Mecha**: TASC-02-SCF Logan, TASC-02-SCF AJACS Auroran, ATAC-01-SCA Hovertank
**ACS Battroids**: TC-FoS Dryad, FC-MoS Satyros, TC Salamander, REP Monocle, CDU Unicorn, DeS Djinn
**ACS Power Armor**: MaS Triton, NaD Kraken, CoS Fenris
**ACS Drone Battroid**: GMP-SCP-05 Garm

**Logan**

The Logan is a transformable 2-mode combat fighter, originally intended for atmospheric use.

**Auroran**

The Auroran is a transformable 3-mode combat fighter used by the elite Tactical Armored Space Corps. The jet mode provides high speed and rapid response capabilities. This mode's weaponry consists of the gun pod in a fixed forward enclosure, and a pair of missile pods.

The heavy combat helicopter mode is a modified variant of the jet mode where the blade axle rolls forward to the top of the mecha to clear the main engines and the blades flip out to provide a set of counter-rotating lift propellers for VTOL operations in an atmosphere. Also, the upper engine intakes move forward and down along with the rest of what become the arms in robot mode. The upper arm sections disappear inside other components and the forearms rotate up beyond sliding forward. The weaponry in this mode is the same as the fighter mode, with the addition of a nose laser rotating forward on the chin of the mecha.

The robot mode is the final mode of the system providing maximum maneuverability and protection to the pilot. This mode provides the best maneuverability in space, where this mecha is mostly seen operating, due to the vernier thrusters on the propeller tips.

This fighter is introduced in the middle of the show as a replacement for the Logan fighter. First, the prototype model is tested in battle. Later, the production model is deployed against the Zor forces. The production unit is identical in appearance as the prototype.

Given that the rotors would require atmospheric use, it makes sense that this was also meant to be used by the CDFC as well.

**Spartas**

The Spartas is a transformable 3-mode combat vehicle used by the Alpha Tactical Armored Corps. The Hover mode or 'Sniping Clapper' provides rapid mobility and rapid response capabilities with limited firepower. This mode's weaponry consists of the 28 mm sniper gun pod in a fixed forward enclosure. The enclosure can project slightly from the tank to allow limited targeting.

The gladiator mode or 'Walker Cannon' provides the most firepower with the impressive 120mm smoothbore cannon and auxiliary 3-barreled 36 mm anti-aircraft pulse plasma gun. The tri-barreled cannon provides mid-range artillery bombardment as well as anti-aircraft fire.

While one source indicates the main cannon is a big laser, the animation seems to contradict this at times. When Jeanne damages the drive system of the Zor flagship, the cannon seems to fire a guided missile as it spirals down a hole to damage the system. Lasers do not spiral, period. Other scenes suggest some form of energy weapon. There might be separate versions for these or some of the new generation vehicles may have different weapon systems. The easiest suggestion would be for different versions to exist with different main weapons mounted in the left arm housing.

The gladiator mode has limited mobility to support the main weaponry. The pilot is also fully exposed in the front of the vehicle. The pilot is protected from the rear and the sides, but open in the front, suggesting this mode is for stand-off fire support and not direct combat fighting. Unfortunately, due to the speed of the Bioroids, this is not always guaranteed and pilots suffer the consequences.

The battroid mode or 'Battle Sniper' is the final mode of the system providing maximum maneuverability and protection to the pilot. This mode is employed as a close combat heavy infantry robot. The pilot is situated within the chest of the robot and fully enclosed by the heavy armor of the Spartas.

**Battroids**

The ASC battroids are all based on the same overall chassis, with each division customizing it to their particular MOS. Many of the battroids have carabiners added to attach additional gear or for use in rappelling and climbing.

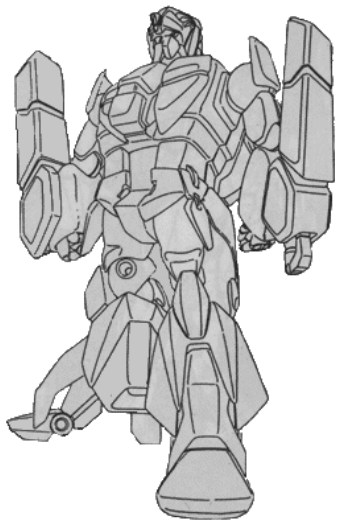
**Power Armor**

The Fenris, Kraken and Triton are power armor. For the most part they are roadstriker scale suits that can mount and use mekton scale weapons. All appropriate

costs and Kills/Hits are calculated under the individual profiles and need no further adjustments.

## ATAC-01-SCA Spartas Hovertank

**COST**: 465 CP (+132.53 CP for standard 120mm payload, +72 CP for EU-11)
**Availability**: ??



**HEIGHT:**
6.18m (battroid), 4.5m (gladiator), 2.25m (transport)
**WIDTH:**
2.25m (gladiator), 2.7m (transport)
**LENGTH:**
7.75m (gladiator), 6.0m (transport)
**WEIGHT:**
14,800 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Destroid | -1 | 6 (300m/round) | 0 |
| Transport | -2 | -- | 9 (450m/round) |
| Gladiator | -3 | 4 (200m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | HS | 10 | 13 | HS | 5 | 5 |
| Head | | STR | 3 | 4 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 6 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 6 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 6 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 6 | HS | 5 | 5 |

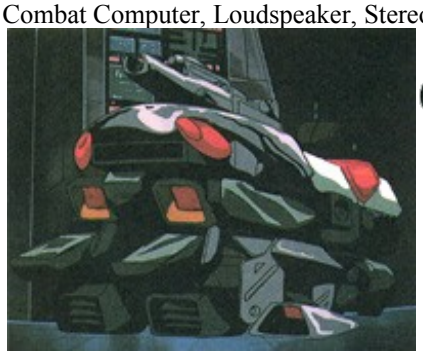
| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Torso | 2 |
| Jump Jets | Right Leg | 2 |
| Jump Jets | Left Leg | 2 |
| GES | Right Leg | 4.5 |
| GES | Left leg | 4.5 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-11 Gunpod | 1-handed | 2K | 36 | +1 | 2 | U | BV3 |
| Heavy Cannon | Left Binder | 10K | 112 | +1 | 10 | * | |
| Ammo | Left Binder | | | | | 30 | |
| Ammo | Right Binder | | | | | 10 | |
| Ammo | Right Binder | | | | | 5 | Blast 1 |
| Ammo | Right Binder | | | | | 5 | AP |
| Ammo | Right Binder | | | | | 5 | Anti-personnel, Blast 1 |
| Ammo | Right Binder | | | | | 5 | Smoke, Blast 5 |
| Pulse Cannon | Right Binder | 1K | 24 | +1 | 1 | U | BV6, All Purpose |

**Shields**
LH Class, DA -1, SP 7, Right Arm mounted, 12 binder slots
LH Class, DA -1, SP 7, Left Arm mounted, 12 binder slots

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x3), Storage Module, Ejection Seat, Weapon Mount
Self Destruct, Combat Computer, Loudspeaker, Stereo, Resolution Enhance (8x)



**Multipliers**
Environmentals (Arctic, Desert), Verniers (1 Main Body, 2 each Leg), Semi-Monocoque
Transformable (Tank, Artillery)

**Notes**
GES only works in transport or gladiator modes (2.3m height).
* Gladiator (artillery) mode can only use heavy cannon and pulse plasma cannon; +3 all ranged WA
* Transport mode can only use EU-11 gunpod; increase all armor SP by 2.
* In transport and gladiator modes, the cockpit is considered “saddle” type.
* Battroid may use either arm weapon but is -1 WA and takes both attacks in a turn to use.

## TASC-02-SCF AJACS Auroran

**COST**: 263 CP (not including hardpoint payloads for arms/wings)
**Availability**: 2121

**HEIGHT:**
8.9m (battroid), 3.2m (helicopter), 3.0m (fighter)
**WIDTH:**
6.9m
**LENGTH:**
9.0m (helicopter/fighter)
**WEIGHT:**
16,800 kg

| **Mode** | **MV** | **Land MA** | **Fly MA** |
|---|---|---|---|
| Destroid | -1 | 6 (300m/round) | 13 (650m/round) |
| Helicopter | -1 | -- | 15 (750m/round) |
| Fighter | -2 | -- | 26 (1300m/round) |

**Maneuver Pool** +0%

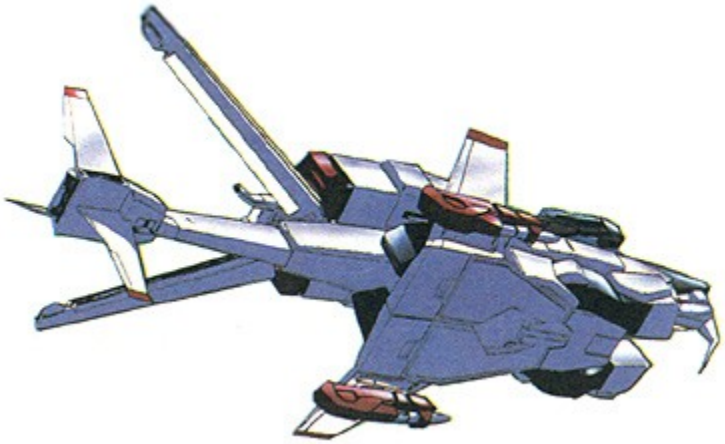
| **Servo** | **Class** | **Kills** | **Spaces** | **Armor** | **SP** | **Kills** | |
|---|---|---|---|---|---|---|---|
| Main Body | | HS | 10 | 10 | HS | 5 | 5 |
| Head | | HS | 5 | 5 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Right Wing | | STR | 3 | 3 | MS | 4 | 4 |
| Left Wing | | STR | 3 | 3 | MS | 4 | 4 |
| Rotor Blades | | STR | 3 | 3 | LW | 2 | 2 |
| Tail | | STR | 3 | 3 | LW | 2 | 2 |

| **Thrusters** | **Location** | **MA** |
|---|---|---|
| Thrusters | Torso | 10 |
| Thrusters | Tail | 3 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-23 | Head | 2K | 24 | +1 | 2 | U | BV2 |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat, Weapon Mount
Self Destruct, Combat Computer, Loudspeaker, Stereo, Hardpoints (x4; 1 each arm and wing)
Resolution Enhance (8x)



**Multipliers**
Environmentals (Space), Verniers (2 Main Body, 1 each Leg, 1 Rotors), Semi-Monocoque
Transformable (Helicopter, Fighter), Weapons Networking

**Notes**
EU-23 only fires in helicopter and fighter configurations.
* Arm hardpoints typically mount a pairing of EU-21on the left arm and a EU-22 on the right arm.
* Wing hardpoints typically mount pods of 6 IRM or 15 SRM (fire in volleys of 3 IRM or 5 SRM)

## TASC-02-SCF Logan

**COST**: ??
**Availability**: ??

**HEIGHT:**
2.29m (jet), 5.35m (battroid)
**WIDTH:**
4.55m, 6.29m full wingspan
**LENGTH:**
6.29m
**WEIGHT:**
6,500 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Destroid | -1 | 6 (300m/round) | 13 (650m/round) |
| Helicopter | -1 | -- | 15 (750m/round) |
| Fighter | -2 | -- | 26 (1300m/round) |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | HS | 10 | 10 | HS | 5 | 5 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Right Wing | | STR | 3 | 3 | MS | 4 | 4 |
| Left Wing | | STR | 3 | 3 | MS | 4 | 4 |

| Thrusters | Location | MA |
|---|---|---|
| Thrusters | Torso | ? |
| Thrusters | Torso | ? |
| Mach 2.3 | | |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| Triple Laser | Torso | 1K | 5 | +1 | 1 | U | BV3 |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat, Weapon Mount
Self Destruct, Combat Computer, Loudspeaker, Stereo, Hardpoints (x2; 1 each arm)
Resolution Enhance (8x)

**Multipliers**
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Semi-Monocoque, Transformable (Jet)
Weapons Networking

## CDU Unicorn

**COST**: 170 CP
**Availability**: ??

**HEIGHT:**
6.2m
**WIDTH:**
3m
**LENGTH:**
2.6m
**WEIGHT:**
13,800 kg

| Mode | MV | Land MA | | Fly MA |
|---|---|---|---|---|
| Battroid | | -2 | 6 (300m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 8 | MW | 6 | 6 |
| Head | | STR | 3 | 3 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Right Leg | 3 |
| Jump Jets | Left Leg | 3 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |
| E-18 Pulse Laser | Head | 1K | 24 | +1 | 1 | U | BV2, Crosslinked |
| E-18 Pulse Laser | Head | 1K | 24 | +1 | 1 | U | BV2, Crosslinked |
| 40mm Grenade | R Arm | 3K | 32 | +1 | 2 | 10 | Blast 1, Crosslinked |
| 40mm Grenade | L Arm | 3K | 32 | +1 | 2 | 10 | Blast 1, Crosslinked |
| Gas Sprayer | Torso | -- | 1 | +0 | 1 | 50 | Knockout |

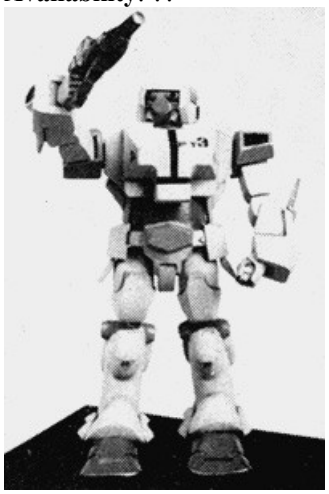
**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo

**Multipliers**
Verniers (1 Main Body, 1 each limb), Monocoque

**Notes**
40mm grenade launcher may also mount smoke or gas micromissiles.
Knockout spray requires a BOD check Diff 15 or be knocked out for 2d10 minutes.

## DeS Djinn

**COST**: 205 CP
**Availability**: ??



**HEIGHT:**
6.1m
**WIDTH:**
2.8m
**LENGTH:**
2.6m
**WEIGHT:**
13,300 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | | -2 | 6 (300m/round) 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 8 | MW | 6 | 6 |
| Head | | STR | 3 | 3 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Right Leg | 2 |
| Jump Jets | Left Leg | 2 |
| Jump Jets | Torso | 2 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

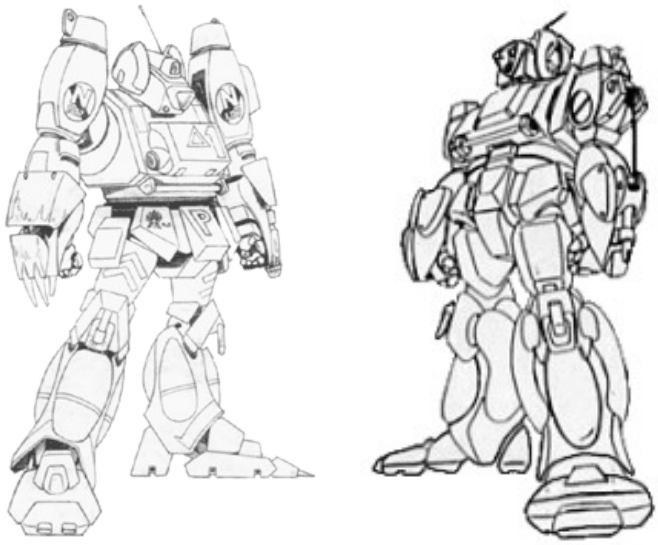
| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 8 | CMV, Crosslinked |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 8 | CMV, Crosslinked |
| PB-20 Laser | Torso | 1 | 24 | +1 | 1 | U | BV3 |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo

**Multipliers**
Environmentals (desert), Verniers (1 Main Body, 1 each limb), Monocoque.

## FC-MoS Satyros

**COST**: 193 CP
**Availability**: ??



**HEIGHT:**
5.9m
**WIDTH:**
2.9m
**LENGTH:**
2.4m
**WEIGHT:**
10,200 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -2 | 6 (300m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills |
|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 8 | MW | 6 | 6 |
| Head | | STR | 3 | 3 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Right Leg | 3 |
| Jump Jets | Left Leg | 3 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 1 | 7 km | 1000 km |

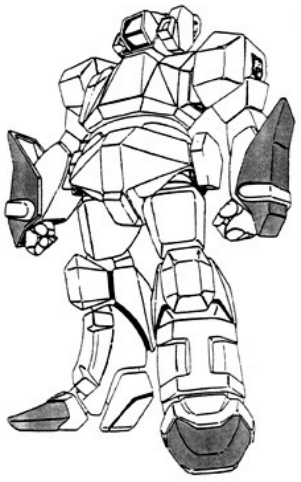
| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 6 | CMV, Crosslinked |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 6 | CMV, Crosslinked |
| Grappler | R Arm | 1K | 4 | +0 | 4 | - | Entangling |
| Grappler | L Arm | 1K | 4 | +0 | 4 | - | Entangling |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo, Carabiners

**Multipliers**
Verniers (1 Main Body, 1 each limb), Monocoque

## TC Salamander

**COST**: 224 CP
**Availability**: ??



**HEIGHT:**
6.1m

**WIDTH:**
2.8m
**LENGTH:**
2.4m
**WEIGHT:**
14,000 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -2 | 6 (300m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills |
|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 8 | MW | 6 | 6 |
| Head | | STR | 3 | 3 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Torso | 5 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 9 | CMV, Crosslinked |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 9 | CMV, Crosslinked |
| E-4 Pulse Laser | Head | 1K | 24 | +1 | 1 | U | BV2, Crosslinked |
| E-4 Pulse Laser | Head | 1K | 24 | +1 | 1 | U | BV2, Crosslinked |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo

**Multipliers**
Verniers (1 Main Body, 1 each limb), Monocoque.

## **TC Salamander** [Officer Model]

**COST**: 244 CP
**Availability**: ??
* Upgraded version for officers
* The C3 suite allows up to 3 additional Salamander battroids to link in, granting them each a +1 bonus for any roll per round.
* Upgrade sensors to HS (2K, sensors 11km, communications 1300km)

## **TC-FoS Dryad**

**COST**: 180 CP
**Availability**: ??

**HEIGHT:**
6.0m
**WIDTH:**
2.9m
**LENGTH:**
2.5m
**WEIGHT:**
10,000 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -2 | 6 (300m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 8 | MW | 6 | 6 |
| Head | | STR | 3 | 3 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Right Leg | | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | | MS | 5 | 5 | HS | 5 | 5 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Right Leg | 2 |
| Jump Jets | Left Leg | 2 |
| Jump Jets | Torso | 2 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 6 | CMV, Crosslinked |
| SRM Launcher | Torso | 5K | 64 | +1 | 3 | 6 | CMV, Crosslinked |

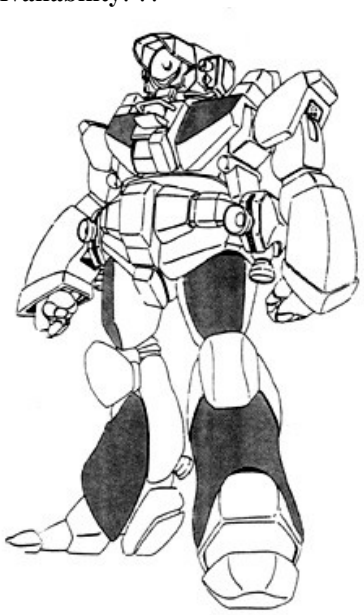
**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo, Hardpoint (1 each arm), Carabiners

**Multipliers**
Verniers (1 Main Body, 1 each leg), Monocoque

**Notes**
Each arm hardpoint may mount a pair of the following options:
Towline: 1K, Range 3, 4 Kills, 4 Spaces, Entangling, +15.6 CP for pair
Chainsaw: 4K, Range -, 4 Kills, 4 Space, +13 CP for pair

## TC-REP Monocle

**COST**: 113 CP
**Availability**: ??



**HEIGHT:**
6.1m
**WIDTH:**
2.8m
**LENGTH:**
2.4m
**WEIGHT:**
14,000 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -1 | 6 (300m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 8 | MW | 6 | 6 |
| Head | | STR | 3 | 3 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 5 | HS | 5 | 5 |
| Left Arm | | MS | 5 | 5 | HS | 5 | 5 |

| | | | | | | |
|---|---|---|---|---|---|---|
| Right Leg | MS | 5 | 5 | HS | 5 | 5 |
| Left Leg | MS | 5 | 5 | HS | 5 | 5 |

| **Thrusters** | **Location** | **MA** |
|---|---|---|
| Jump Jets | Right Leg | 3 |
| Jump Jets | Left Leg | 3 |

| **Sensors** | **Location** | **Kills** | **Sensors** | **Communications** |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| **Weapon** | **Location** | **DMG** | **Range** | **WA** | **Kills** | **Shots** | **Notes** |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo

**Multipliers**
Verniers (2 Main Body, 2 each limb), Monocoque

## GMP-SCP-05 Garm

**COST**: 111 CP
**Availability**: ??

**HEIGHT:**
4.9m
**WIDTH:**
2.3m
**LENGTH:**
1.3m
**WEIGHT:**
8,900 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -2 | 6 (300m/round) | 0 |

**Maneuver Pool** +0%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | STR | 6 | 6 | MS | 4 | 4 |
| Head | | STR | 3 | 3 | STR | 3 | 3 |
| Right Arm | | STR | 4 | 4 | STR | 3 | 3 |
| Left Arm | | STR | 4 | 4 | STR | 3 | 3 |
| Right Leg | | STR | 4 | 4 | STR | 3 | 3 |
| Left Leg | | STR | 4 | 4 | STR | 3 | 3 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Right Leg | 3 |
| Jump Jets | Left Leg | 3 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 2 | 7 km | 1000 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |
| EU-10 Gunpod | 1-handed | 1K | 36 | +1 | 2 | U | BV3 |
| S-20 Taser | L Arm | -- | 2 | +1 | 1 | U | Incapacitating |

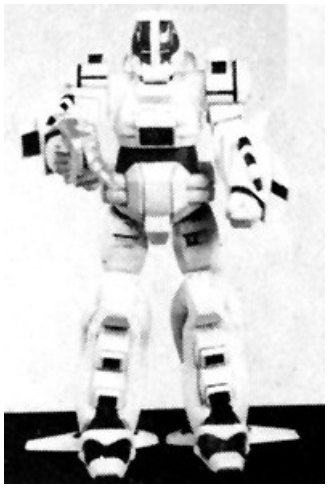
**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo
Internal Automation 4 (Gunnery, Notice/Aware, Authority, Dodge/Evade, Hand-to-Hand; 1d10+8 skill)

**Multipliers**
Verniers (1 Main Body, 1 each limb), Monocoque

**Notes**
Targets struck by the taser line must make a BOD check DV 20 or suffer -3 to all rolls for 2d10 rounds. The penalty is cumulative for multiple hits.

## CoS Fenris

**COST**: 46 CP
**Availability**: ??



**HEIGHT:**
2.1m
**WIDTH:**
1.9m
**LENGTH:**
1.0m
**WEIGHT:**
500 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Power Armor | -2 | 60m/turn | 0 |

**Maneuver Pool** +0%

| Servo | Class | Hits | Spaces | Armor | SP | Hits | |
|---|---|---|---|---|---|---|---|
| Main Body | | HS | 50 | 8 | HS | 15 | 15 |
| Head | | HS | 15 | 3 | HS | 15 | 15 |
| Right Arm | | MS | 15 | 5 | HS | 15 | 15 |
| Left Arm | | MS | 15 | 5 | HS | 15 | 15 |
| Right Leg | | MS | 15 | 5 | HS | 15 | 15 |
| Left Leg | | MS | 15 | 5 | HS | 15 | 15 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Torso | 5 |

| Sensors | Location | Hits | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 5 | 7 km | 100 km |

| Weapon | Location | DMG | Range | WA | Hits | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2d6 | Melee | +0 | 5 | U | Quick, Handy |
| PE-10 Laser | Arms | 5d6 | 24 | +1 | 5 | U | |
| Micromissile | Arms | 3K | 32 | +1 | 5 | 2 | Crosslinked, CMV |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo

**Multipliers**
Environmentals (Arctic), Verniers (1 Main Body, 1 each Limb), Monocoque, Weight Inefficient

**Notes**
Legs have fold out supports for walking on snow. Also comes equipped with a detachable parachute.

## MaS Triton

**COST**: 22 CP (Sniper +73.8; Assault +42.8; Lake Superiority +9.3)
**Availability**: ??

**HEIGHT:**
2.0m
**WIDTH:**
1.2m
**LENGTH:**
0.8m
**WEIGHT:**
600 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Power Armor | -2 | 60m/turn | 0 |

**Maneuver Pool** +0%

| Servo | Class | Hits | Spaces | Armor | SP | Hits | |
|---|---|---|---|---|---|---|---|
| Main Body | | HS | 50 | 8 | HS | 15 | 15 |
| Head | | HS | 15 | 3 | HS | 15 | 15 |
| Right Arm | | MS | 15 | 5 | HS | 15 | 15 |
| Left Arm | | MS | 15 | 5 | HS | 15 | 15 |
| Right Leg | | MS | 15 | 5 | HS | 15 | 15 |
| Left Leg | | MS | 15 | 5 | HS | 15 | 15 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Torso | 5 |

| Sensors | Location | Hits | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 5 | 7 km | 100 km |

| Weapon | Location | DMG | Range | WA | Hits | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2d6 | Melee | +0 | 5 | U | Quick, Handy |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo, Marine Suite

**Multipliers**
Environmentals (Underwater), Verniers (1 Main Body, 1 each Limb), Monocoque, Weight Inefficient

**Notes**
Allows the wearer to swim at 18kmph. It has a 10 hour air supply through recycling. The Triton can mount different weapon packages tailored to specific mission types.
Sniper
GU-21 Recoilless Rifle: +2 WA, Range 24, 2K, Clip 40, 2 Kills, All Purpose, CP 52 [+21.8 CP for ammo]
Assault
Tri-barrel 25mm Rifle: +0 WA, Range 24, 1K, BV3, Clip 10, 2 Kills, All Purpose, CP 26 [+2.6 CP for ammo]

Micromissile Pod (left shoulder): +1 WA, Range 32, 3K, Clip 8, 2 Kills, CMV, CP 16.8

Lake Superiority

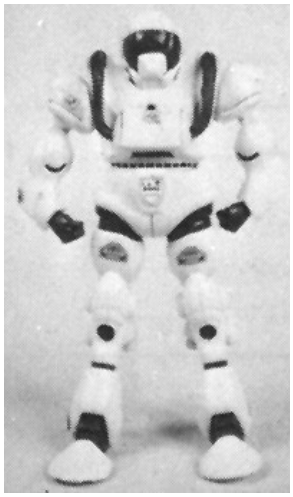
Mini Torpedo Rack: +1 WA, Range 32, 4K, Clip 6, 2 Kills, Aquatic, CP 7.8 [1.3 CP each]

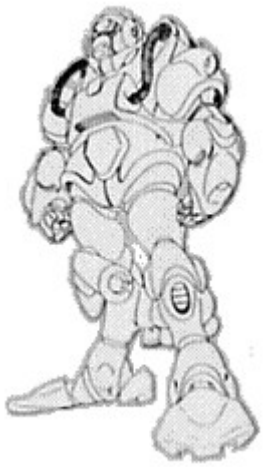
Mines: +0 WA, Range --, 5K, Clip 2, 1 Kill, Adhesive, Timer 60 min, CP 1.5 [0.75 CP each]

## NaD Kraken

**COST**: 22 CP

**Availability**: ??





**HEIGHT:**

2.1m

**WIDTH:**

0.7m

**LENGTH:**

1.0m

**WEIGHT:**

400 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Power Armor | -2 | 60m/turn | 0 |

**Maneuver Pool** +0%

| Servo | Class | Hits | Spaces | Armor | SP | Hits | |
|---|---|---|---|---|---|---|---|
| Main Body | | HS | 50 | 8 | HS | 15 | 15 |
| Head | | HS | 15 | 3 | HS | 15 | 15 |
| Right Arm | | MS | 15 | 5 | HS | 15 | 15 |
| Left Arm | | MS | 15 | 5 | HS | 15 | 15 |
| Right Leg | | MS | 15 | 5 | HS | 15 | 15 |
| Left Leg | | MS | 15 | 5 | HS | 15 | 15 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | Torso | 5 |

| Sensors | Location | Hits | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Head | 5 | 7 km | 100 km |

| Weapon | Location | DMG | Range | WA | Hits | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2d6 | Melee | +0 | 5 | U | Quick, Handy |

**Optional Systems**
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Ejection Seat
Self Destruct, Combat Computer, Loudspeaker, Stereo, Marine Suite

**Multipliers**
Environmentals (Underwater), Verniers (1 Main Body, 2 each Limb), Monocoque, Weight Inefficient

**Notes**
Allows the wearer to swim at 30kmph (20kmph underwater) to a depth of 70m. It has a 24 hour air supply through recycling.

# Chapter 4 – Vehicles and Spacecraft

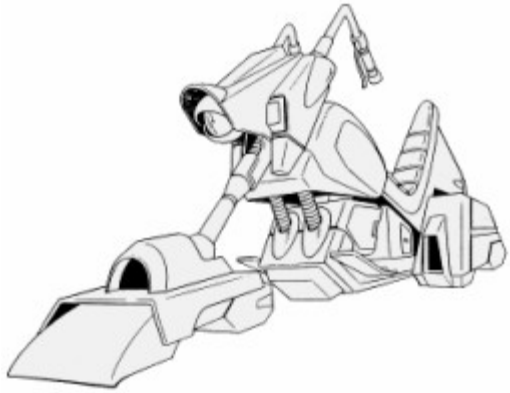
Southern Cross shows a fair amount of conventional vehicles and capital ships in the animation, however, there is very little information to be found about most of them; in fact most are limited to a screenshot and maybe a ship name or classification. Such profiles will be noted that they are "quasi-canon".

## Conventional Vehicles

Aircraft: SF-6 Vulture, F-207 Sylphide, SF-7A Corsair IV, F-26A Phantom III
Ground Vehicles: Flash Clapper, GMP Rover, ATV Missile Carrier, ATP Carrier

**Flash Clapper Hovercycle**

The Flash Clapper is a lightweight hovercycle used for reconnaissance and short range patrols, such as inner-city duty. It sees the most use with the ATAC and GMP. The lift characteristics of the Flash Clapper are provided by a main lift in the front, and a pair of dual lifts on the rear sides. This three point lift provides for a stable lift platform. The side lifts also contain small storage compartments. Since there are no built in weapons, the Flash Clapper has a rack to carry most types of rifles. The control console of the Flash Clapper includes a speedometer, tachometer, odometer, fuel gauge and engine temperature readout. There is also blinkers and a main switch for the cycle.

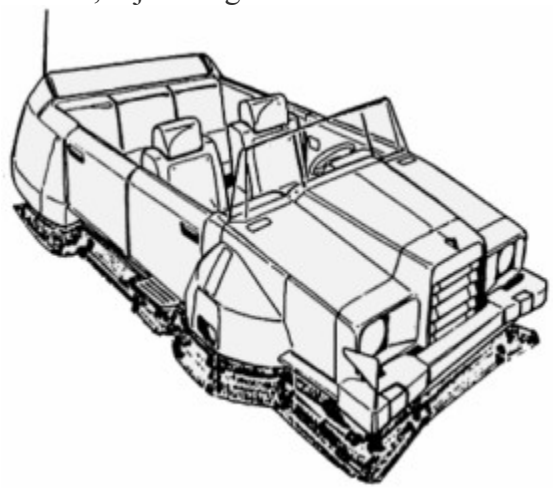


Length: 2.7m
Width: 0.8m
Height: 1.2m
Weight: 170 kg
Range: 1600 km cruising, 1290 km at full speed

Speed: 112 kph cruising, 340 kph maximum
Engine Capacity: 200 cc
Structure: Body 30 SDP, Front Lifter 15 SDP, Side Lifter (x2) 10 SDP
Armor: 10 SDP, SP 10
Systems: radar 6.5 km, radio/video communications 150 km, high-intensity halogen headlight
* The radar is only accurate on 1-7 on 1d10, and is easily blocked by tall buildings and the like.

**GMP Rover**

Lightweight hover vehicle for reconnaissance and patrol duty. It hovers 1m above the ground and is capable of short bursts to reach up to 3m. Any ASC group may use this vehicle, it just originates with the GMP.



Length: 4.9m
Width: 2.1m
Height: 1.2m
Weight: 2500 kg
Range: 800 km
Speed: 80 kph
Crew: 1 driver and up to 4 passengers
Structure: 50 SDP
Armor: 15 SDP, SP 15
Systems: radar 6.5 km, radio 100 km, high-intensity halogen headlights, loudspeaker
* The radar is only accurate on 1-7 on 1d10, and is easily blocked by tall buildings and the like.

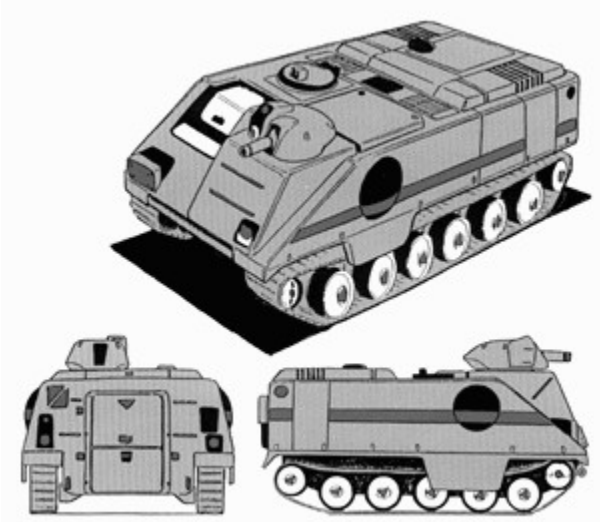
**ATV Missile Carrier**

The ATV Missile Launcher is intended as a mobile, fast-deploy anti-aircraft platform. Its heavy-duty oversized wheels are designed to handle rough terrain, allowing this vehicle to be deployed in a variety of battlefields to establish a formidable defense zone. Reloading of the missile launcher typically takes 6 to 8 minutes.

Length: 6.8m
Width: 3m
Height: 7.7m to top of missile rack at full tilt
Weight: 24 tons empty, 96 tons fully loaded
Range: 480 km
Speed: 22 kph cruising, 50 kph maximum
Crew: 3; driver, gunner, RIO; up to 3 passengers
Structure: Body 60 SDP, LRM Rack 30 SDP
Armor: 30 SDP, SP 30
Weapons:
8x LRM

**ATP Tank Carrier**

The Armored Personnel Transport (APT) Tank Carrier is a common assault vehicle in the ASC. It fulfills both a troop transport and infantry support role in the field. Both the main crew compartment and the personnel bay are airtight, allowing this heavily armored vehicle to operate underwater for a short time.



Length: 10.5m
Width: 4.9m

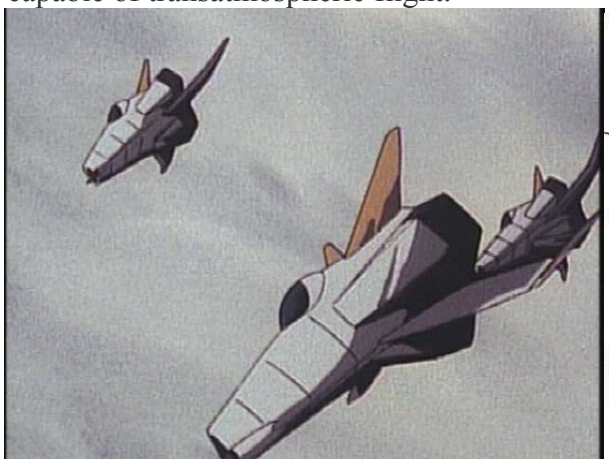
Height: 3m
Weight: 47 tons
Range: 965 km
Speed: 80 kph cruising, 120 kph maximum
Structure: Body 150 SDP, Turret 30 SDP
Armor: 50 SDP, SP 50
Weapons:

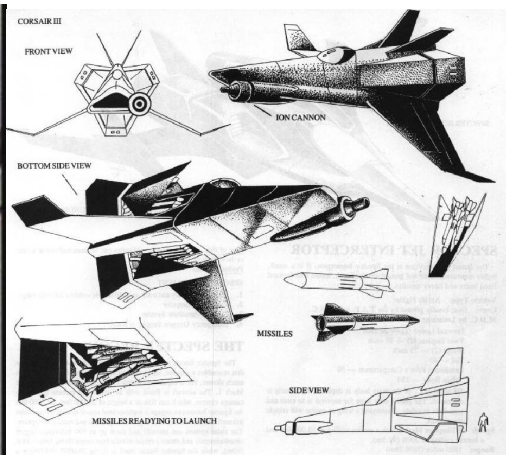
Anti-Tank Cannon: +1 WA, Range 240, 2K, AP, Clip 30, 2 Kills

180mm Grenade Launcher: +0 WA, Range 36, 1K, Blast 1, Anti-Personnel, Clip 15, 1 Kill

**SF-7A Corsair IV**

The Corsair is the primary attack fighter used by the TASC and TSC branches. It is capable of transatmospheric flight.





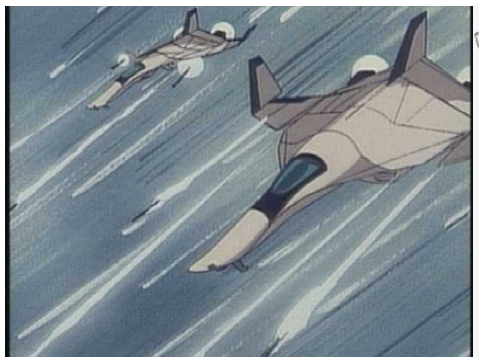
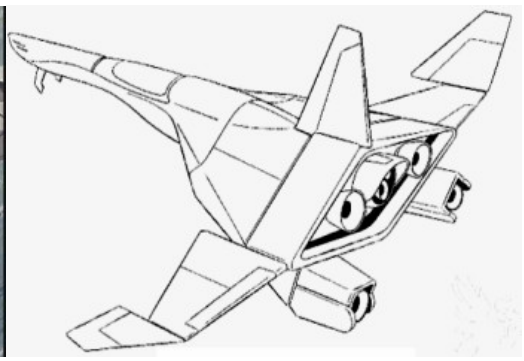

Length: 20.1m
Wingspan: 21.5m
Height: 10.0m
Weight: 37,500 kg
Range: 8 years continuous use
Delta-v: 12.5 kps
Speed: Mach 6
Crew: one
MV: -1
Kills: 5K
Armor: 3K, SP 3
Weapons:

EU-10: +1 WA, Range 36, 2K, BV 3, 2 Kills

3 internal missile bays; each holds 3 LRM or 9 IRM

**F-26A Phantom III**

Designed as an all-weather interceptor, it is the second most common aircraft used by the ASC.

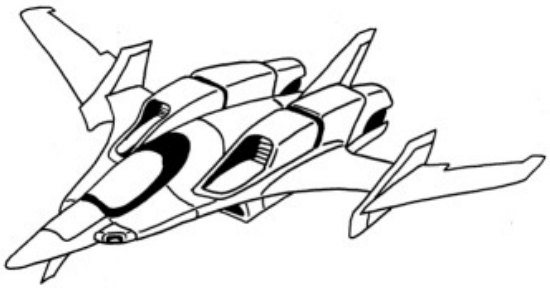



Length: 18.9m
Wingspan: 11m
Height: 5.3m
Weight: 10,000 kg
Range: 1600 km
Delta-v: ?
Speed: 2700 kph
Crew: one
MV: -1
Kills: 5K
Armor: 3K, SP 3
Weapons:

Autocannon: +0 WA, Range 24, 2K, BV4, Clip 30
Missile Bay (x2): carries 10 IRM or 20 SRM each

**F-207 Sylphide**

The Sylphide is a fighter used by the Tactical Air Force. This fighter can also be distinguished by a center tail as well as vertical surfaces mounted in the middle of each wing. The weaponry of the Sylphide include two guns in the fuselage and four missile hardpoints (two on the outside of either lower engine nacelle). Little is known about this, so the stats are derived from the Robotech equivalent.

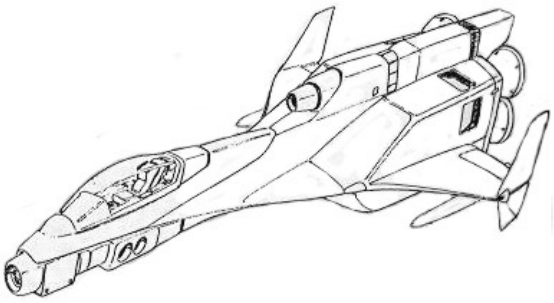


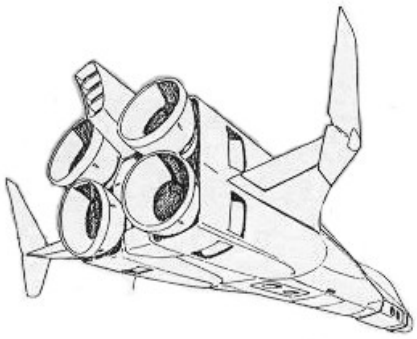
Length: 12.8m
Wingspan: 12.2m
Height: 3.5m
Weight: 11,800 kg
Range: 165 hours continuous use
Delta-v: 12.5 kps
Speed: Mach 1.45 (Mach 4.10 at 22km altitude)

Service Ceiling: 40km
Crew: one
MV: -0
Kills: 5K
Armor: 3K, SP 3
Weapons: [energy weapons?]
Autocannon (x2): +0 WA, Range 24, 2K, BV4, Clip 30
Hardpoints (x4; two on either lower engine nacelle)

**SF-6 Vulture Heavy Fighter**

Standard space fighter used by the TSC. No information exists about it except for a couple screenshots from the animation. The following stats are based on the animation and logical guesswork. The name is the Robotech designation. Typical hardpoint payload seems to be a single LRM on each wing and an IRM or SRM container on the top.





Length:14.1m
Wingspan: 10.2m
Height: 4.2m
Weight: 16,200 kg
Range: 12 years continuous use
Delta-v: 4.1 kps
Speed: Mach 2.9; service ceiling 29 km
Crew: one
MV: -1
Kills: 6K
Armor: 3K, SP 3
Weapons:
EP-100: +1 WA, Range 64, 4K, 4 Kills
Hardpoints: 2 on each wing, 1 on fuselage between the engines (top)
Options: Radar 160km, Heat/Radiation Shielding, Radio/Video Communication 1000km, Laser Targeting 1km, Combat Computer

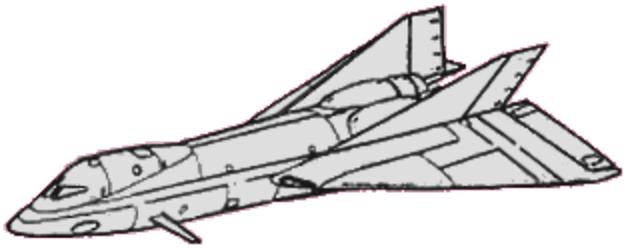
## Shuttlecraft

Assault Shuttle
C-37A Albatross Transport

Defender Space Shuttle

**Assault Shuttle "Pegasus"**

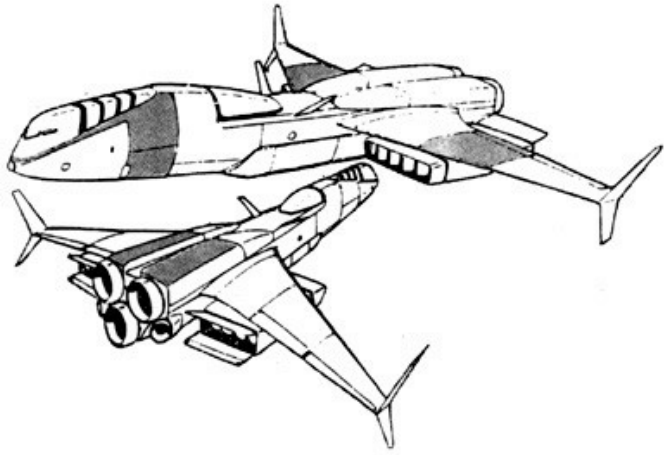
Light shuttle for reconnaissance and space support. It requires a booster to reach orbit.



Length: 62.1m
Wingspan: 18.3m
Height: 18.3m
Weight: 150 tons
Range: 96,500 km
Speed: 3250 kph
Crew: 7; pilot, co-pilot, navigator, 4x gunner
Cargo: 200 tons or 8 mecha and 32 troops
MV: -1
Kills: 30K
Armor: 12K, SP 12

**C-37A Albatross High-Speed Transport**

The Albatross is a high speed cargo plane capable of carrying a squadron of mecha and up to 72 additional troops, or up to 250 tons of cargo.

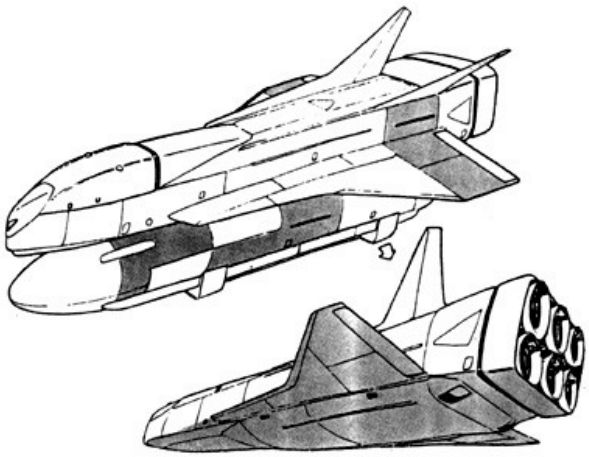


Length: 76.4m
Wingspan: 64.1m
Height: 23.6m
Weight: 440 tons
Range: 250 hours continuous use

Speed: Mach 2.6 (2787 kph); service ceiling 26 km
Crew: 3; pilot, co-pilot, navigator; up to 5 additional passengers in the cockpit
Cargo: 250 tons or 12 mecha and 72 troops
MV: -1
Kills: 50K
Armor: 15K, SP 15
Systems: radar 160 km

**Defender Space Shuttle "Gossamer"**

This is a ground-launched shuttle that is heavily armored -and- armed for combat transport.



Length: 286.5m
Wingspan: 74.7m
Height: 60m
Weight: 150 tons
Range: 112,650 km
Speed: 4100 kph
Crew: 47; pilot, 3x co-pilot, 2x navigator, 6x flight engineer, 3x RIO, 16x gunner, 16x support crew
Cargo: 1000 tons (144 troops and 48 mecha)
MV: -0
Kills: 30K
Armor: 12K, SP 12
Weaponry:

Rapid Fire Beam Cannon x8
Beam Cannon x2
LRM Turret x8; payload 6 plus 8 reloads (54 per turret)
12 AJACS

## Capital Ships

Banshee-class destroyer
Battle-class heavy cruiser

Tokugawa-class carrier/LST
Tristar-class large cruiser

## Banshee-class Sub-light Frigate

**COST:** ?? CP
**Manufacturer**: ?

**HEIGHT:** 36.5m
**WIDTH:** 42.0m
**LENGTH:** 182.8m
**WEIGHT:** 31,500 tons
**CREW**: 30 crew and 70 troops [100 total]

**Hull Class**: Striker
**KILLS**: 550
**ARMOR**: SP 50
**SPACES**: 16

**MA**: 28 (Mach 2)
**Turn**: +3
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Light Laser | F | 50K | 123,597 | +1 | 50 | U |
| Rapid Fire Laser (4) | A | 10K | 24 | +1 | 10 | U |
| LRM Racks (2) | A | 12K | 127[2] | +1 | 50 | 90 |
| May fire in volleys of up to 10 | | | | | | |
| CIDS | A | 5K | 24 | +1 | -- | U |

**Mecha/Shuttle Compliment**
SF-6 Vulture 24*
*May swap out any number for Logan or AJACS

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years)

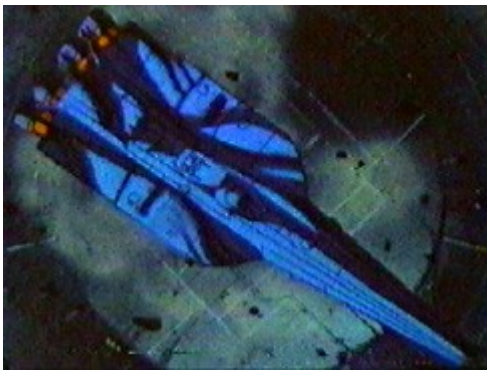
**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

**Multipliers**
Engines MA 28 (x0.8), Crew Grade B (x0.6)

**Programme:** Designed as an all-purpose light frigate for planetary defense. Maximum space acceleration possible 2g acceleration until fuel is exhausted. 0.8g of acceleration can be sustained for fifty minutes, 1.2g for 32 minutes.

## Battle-class Super-Dimensional Destroyer

**COST:** ?? CP
**Manufacturer**: ?



**HEIGHT:** 52.0m
**WIDTH:** 81.7m
**LENGTH:** 286.5m
**WEIGHT:** 126,800 tons
**CREW**: 400 crew and 700 pilots [1100 total]

**Hull Class**: Heavy Striker
**KILLS**: 900
**ARMOR**: SP 70
**SPACES**: 30

**MA**: 28 (Mach 2)
**Turn**: +5
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

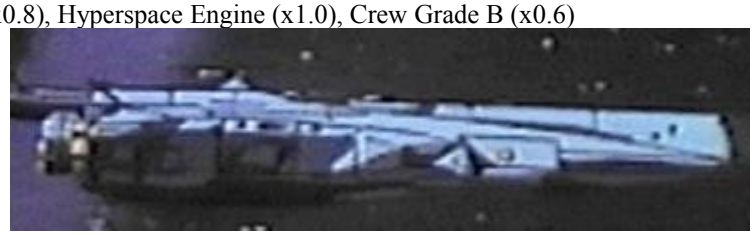
| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Railgun | F | 100K | 16,000 | +1 | 100 | 120 |
| Heavy Laser | F | 100K | 250,000 | +1 | 100 | U |
| Light Laser (2) | F | 50K | 123,597 | +1 | 50 | U |
| Rapid Fire Laser (12) | A | 10K | 24 | +1 | 10 | U |
| LRM Racks (11) | A | 12K | $127^2$ | +1 | 50 | 90 |
| May fire in volleys of up to 10 | | | | | | |
| CIDS | A | 5K | 24 | +1 | -- | U |

**Mecha/Shuttle Compliment**
SF-6 Vulture 120*
*May swap out any number for Logan or AJACS

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years), Space Fold Generator

**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

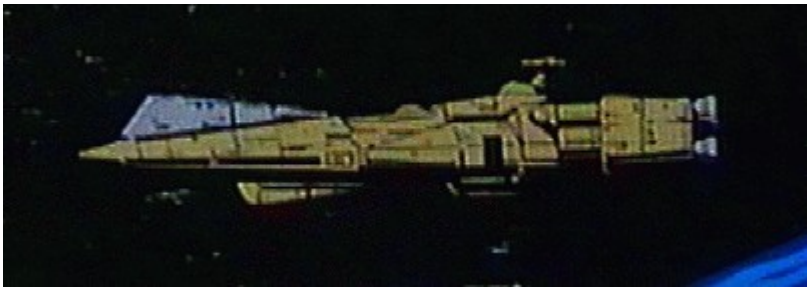
**Multipliers**
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)



**Programme:** Designed as the backbone of the Southern Cross fleet. Maximum space acceleration possible 2g acceleration until fuel is exhausted. 0.8g of acceleration can be sustained for fifty minutes, 1.2g for 32 minutes.

## Tokugawa-class Super-Dimensional Carrier/LST

**COST:** ?? CP
**Manufacturer**: ?



**HEIGHT:** 357m
**WIDTH:** 430m
**LENGTH:** 1120m
**WEIGHT:** 29,000,000 tons
**CREW**:

**Carrier Variant** (6100 total)
Ship's Crew (2600 men)
Air Group (3500 men)
**Landing Ship Variant** (21,195 total)
Ship's Crew (2045 men)
Army Corps (18,100 men)
Naval Air Group (1050 men)

**Hull Class**: MegaHeavy+
**KILLS**: 2460
**ARMOR**: SP 110
**SPACES**: 48

**MA**: 28 (Mach 2)
**Turn**: +11
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Medium Laser | F | 100K | 250,000 | +1 | 100 | U |
| Light Laser (16) | F | 50K | 123,597 | +1 | 50 | U |
| Strike Missile (5) | F | 700K | 6,437,376 | +1 | 90 | 15 |
| Each missile takes 25K to destroy. Blast 15, Warm up 2 | | | | | | |
| LRM Racks (6) | A | 12K | $127^2$ | +1 | 50 | 120 |
| May fire in volleys of up to 15 | | | | | | |

**Mecha/Shuttle Compliment**
SF-6 Vulture 500
Assault Shuttles 20

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years), Space Fold Generator

**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

**Multipliers**
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

**Programme:** Designed as a heavy carrier and landing ship tank. Can sustain 0.21 g for 276 minutes (4.6 hours), 0.42 g for 138 minutes (2.3 hours), 72 minutes at 1.2 g (1.2 hours) , or 20 minutes at the emergency flank speed of 1.5 g.

**Notes:** Only a single such ship is shown in the anime, and "Tokugawa" may be the ship name rather than the ship class.

## Tristar-class Super-Dimensional Cruiser

**COST:** ?? CP
**Manufacturer**: ?

**HEIGHT:** 90.4m
**WIDTH:** 81.2m
**LENGTH:** 410.6m
**WEIGHT:** 850,000 tons
**CREW**: 400 crew and 700 pilots [1100 total]

**Hull Class**: Medium Heavy
**KILLS**: 1500
**ARMOR**: SP 110
**SPACES**: 26

**MA**: 28 (Mach 2)
**Turn**: +8
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Railgun | F | 100K | 16,000 | +1 | 100 | 120 |
| Heavy Laser | F | 100K | 250,000 | +1 | 100 | U |
| Light Laser (2) | F | 50K | 123,597 | +1 | 50 | U |
| Strike Missile (5) | F | 700K | 6,437,376 | +1 | 90 | 10 |
| Each missile takes 25K to destroy. Blast 15, Warm up 2 | | | | | | |
| Rapid Fire Laser (16) | A | 10K | 24 | +1 | 10 | U |
| LRM Racks (4) | A | 12K | $127^2$ | +1 | 50 | 90 |
| May fire in volleys of up to 10 | | | | | | |
| CIDS | A | 5K | 24 | +1 | -- | U |

**Mecha/Shuttle Compliment**
Sylphide 360*
*May swap out any number for Logan

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years), Space Fold Generator

**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??

Repair Bay: ??

**Multipliers**
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Crew Grade B (x0.6)

**Programme:** Capable of a sustained 0.25g acceleration until fuel is exhausted (4 hours). 0.5g of acceleration can be sustained for two hours, 1g for one hour, and emergency 1.2 g is available for 20 minutes before auto-engine shutdown. Emergency engines (4 between the main engines) can deliver 1g until fuel exhaustion.

# Chapter 5 – The Zor

When humans come into contact with the plant life known as Protozor, they are transformed into a new life form known as the Zor. Eventually the Zor leave Glorie, only to return 30 years later when their supply of bio-energy is nearly depleted.

The Zor possess advanced technology in genetic engineering and other biotechnology. Their mecha are partially biological, making them more responsive than traditional mecha technology. Despite their advanced technology, they appear unable to artificially cultivate Protozor.

**Protozor**

Protozor is a bizarre plant that produces energy used by the Zor. Any human coming in contact with the plant is transformed into a Zor, and can draw on its powers to achieve a form of immortality. Protozor produces bio-energy that is used to extend the lifespan of the Zor and grants them their enhanced mental abilities with the drawback of suppressing their emotions to allow them greater logic. Like the Zor, the Protozor are clusters of three flowers per main stem.

Having a steady supply of protozor bio-energy enhances the mind, granting a +2 bonus to INT and TECH. Unfortunately, this mental sharpness comes from having the emotions suppressed; -4 EMP (minimum 1). Steady supply means the individual takes bio-energy at least once a week.

Zor become dependent on this bio-energy, and going for long periods of time without a steady supply cause mental instability in the form of resurfacing emotions and a desire to leave their trinities to become independent.

Going without bio-energy for a number of weeks equal to the subject's EMP stat leads to the subject losing their bonus to INT and TECH. After this, the withdrawal starts reducing the EMP penalty at a rate of one point per week. After four weeks of EMP recovery, the subject begins to start thinking of themselves as an individual and puts their own desires first. This leads to Zor becoming unfettered or individualists (see below).

**Zor**

The Zor exist as trinities, with each part of the trinity optimized for a particular task. One gathers and processes information; one reviews the information and comes to a decision; one puts the decision into action. Normally the Zor trinities are "identical triplets" with different hair colors, although a few of the command trinities appear to be two men and a woman, appearing as siblings.

Information: Intelligence Gathering +4, Computer Operation +2
Decision: Tactics +4, Authority +2
Action: one skill +4, one skill +2 (based on the function of the trinity)

All Zor possess the Telepathy ability at rank 1 pertaining to their "identicals". Some Zor refine this to increase their range (such as biopsychers) or to allow them to communicate with other trinities (command trinities). As espers, all Zor have the PSI stat.

**Unfettered & Independent**

When a Zor trinity loses a member, either to violence or independent thinking, the remaining are called unfettered. These members are relocated to a section of the city and placed under light guard to be observed. Some continue to do daily testing to keep their minds sharp and resist emotional degradation, while most sink into increasing levels of depression. This brings new Complications:

Unfettered: You have lost one or both of your other identicals. You are; dealing with it by keeping yourself busy (-5; -1 penalty to all rolls), dealing with it by adapting to being an individualist (-10; -3 penalty to all rolls), not dealing with it and succumbing to overwhelming depression (-15; -5 penalty to all rolls). This complication may be "bought off" for an equal amount of IP, representing the Zor coming to terms with their loss.

Individualist: You think of yourself in individual terms over being an identical. This urge is; weak (-5), moderate (-10) or all encompassing (-15). Because of this, you have a -2/-4/-6 penalty to all social rolls when dealing with other Zor. The GM should moderate this complication since most Zor PCs aren't going to care if they get along with the culture they are escaping from (optionally PCs only gain -2 regardless of the rank).

While many Zor who are unfettered become individualists, Zor who are individualists aren't always unfettered. Musica becomes independent before the loss of her identical Muselle, and as bio-energy stores run dry many of the younger Zor become individualists sooner than the older generations.

**Biohumans**

Zor are not suited to combat, as they are a strongly intellectual race. They instead capture enemy humans and turn them into biohumans. These biohumans receive minor

cybernetic modifications and undergo extreme levels of brainwashing to erase all memories.

The use of biohumans has two major benefits to the Zor. First, this spares the lives of Zor while reducing the fighting power and population of the enemy. Second, eventually the opponent will learn what the biohumans are, and will reduce their combat effectiveness when fighting fellow humans.

The Zor wish to “gift” all of humanity as biohumans to allow them clear logic and allow the two races to coexist on Glorie.

Biohumans have the Manchurian Candidate complication and eventually gain the bonuses & penalties for being Zor. As long as they have regular access to bio-energy, they gain a phantom rank of the PSI stat, allowing them to pilot bioroid mecha at full capacity. Biohumans may spend IP to increase their PSI stat and develop telepathy, but if they lose access to bio-energy and lose their bonuses, they also lose their PSI stat and all ranks of telepathy with no refund of IP.

**We Are Of One Purpose**

Triumvirate clones are designed to work towards a single task, be it combat or research. This allows them to concert their efforts to allow greater chance of success. How this works is one of the trio is nominated for the actual roll, typically the "action" clone. A skill roll is made for each of the trio, and the highest one then applies to all three. This only works if all three are doing the -exact- same action to the -exact- same target.

In combat this works slightly different. When a group of biopsychers is attacking a single target, two of the trio may forego their attack roll to "herd" the target into the attack of the third. Both supporting biopsychers expend ammunition as normal, but instead of inflicting any damage, they grant the third biopsycher a +3 WA bonus.

## Equipment

All Zor equipment is consistent, regardless of rank or function.

**Arming Doublet**

The Zor soldier's armor provides a mass of rigid and semi-rigid pieces to protect the wearer from projectile and energy weapons. The long coat part that covers the backs of the legs is quite flexible.

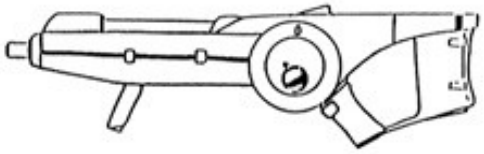
SP 20, SDP 40, Weight 6kg, 723 credits

**Assault Rifle**

The Zor soldiers use a particle beam rifle that can switch between semi and full automatic fire modes.

WA +2, Range 400m, Clip 30, Weight 3kg, Length 73cm, 756 credits

Semi: 5d6 damage, BV 1 Full: 2d6 damage, BV 3

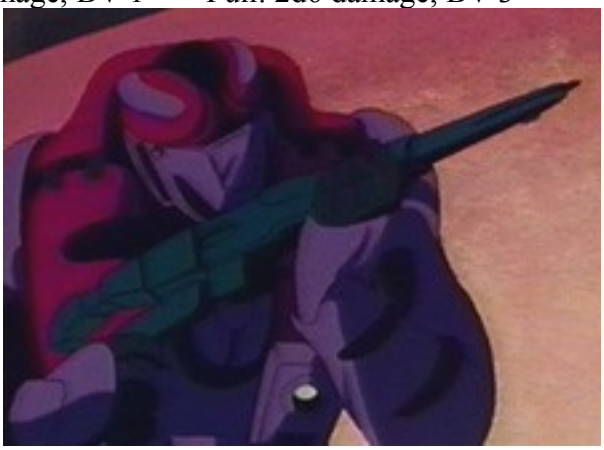


**Rifle**

This is an energy rifle used for long-range accuracy. Like the assault rifle, this can switch between semi and full automatic fire modes.

WA +2, Range 600m, Clip 30, Weight 5kg, Length 102cm, 1256 credits

Semi: 5d6 damage, BV 1 Full: 2d6 damage, BV 3



**Carbine**

This is an energy rifle used extensively by Zor fleet security personnel. Again, it can be switched between semi and full automatic fire modes. It packs a reasonable punch for a small-scale weapon.

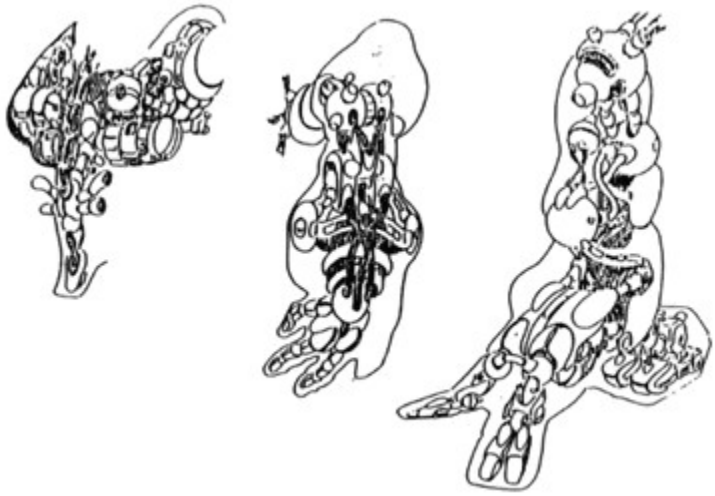
WA +2, Range 300m, Clip 20, Weight 2.5kg, Length 65cm, 537 credits
Semi: 2d6 damage  Full: 1d6+2 damage, BV 3

# Chapter 6 – Zor Technology

There are two main types of Bioroids for each generation produced. The Type I model is used by the basic soldiers and the Type II model is used by the unit commanders and elite troops. The Zor forces produced three generations of Bioroids, although the late-term models never made it to the screen as the show was prematurely wrapped up due to poor ratings.

Biohumans are captured humans who have been brainwashed into serving the Zor, who are ill-suited for combat. The most impressive feature of bioroid technology is the ability to convey the thoughts of the operator directly to the mecha. This increases response time, making bioroid movements distinctly more agile that those of the Southern Cross mecha. In short the bioroids are actually "alive" with the pilots acting as their "brains".

The tactical advantage of the alien forces serves the Zor in two ways. First of all, the use of the bioroid serves as a superior fighter over the Southern Cross mecha. Secondly, the use of biohumans serves as a psychological deterrent, as the human soldiers find they are fighting their fellow comrades at arms.



The cockpit is located in the upper chest of the Bioroid. The pilot curls up in the ball of a cockpit and the armor encloses and protects him. The earlier Bioroids are usually controlled in the combat theater by the landing frigates.

The Bioroid is developed with many redundancies in operation and sustain tremendous amounts of damage and still manage some offensive capabilities. For manipulation, a three-fingered hand is provided with opposable thumb. For stability in walking, two large toes and a heel are provided on each foot.

Bioroid armor is very resistant to energy-based weapons, however it is weak to physical attacks, particularly around the cockpit.

Telemechanical

All bioroids may be piloted by anyone with a human physical structure since the controls pick up on the electrical signals of the body and cause the mecha to respond as part of the pilot's body. However, to take full advantage of the bioroid mecha the pilot needs to be telepathic.

In Mekton this counts as Thought Control (multiplier x0.5), however since it requires the PSI stat to make use of it, the multiplier is reduced to x0.4. This grants the bioroid +2 MV, +1 WA and +67% MP. However due to the link, for every 3K the bioroid takes, the pilot takes 1 hit of damage to his head (ignores all defense) from feedback.

If the pilot is not a Zor or biohuman, reduce the bonuses to +1 MV, +1 WA and +33% MP.

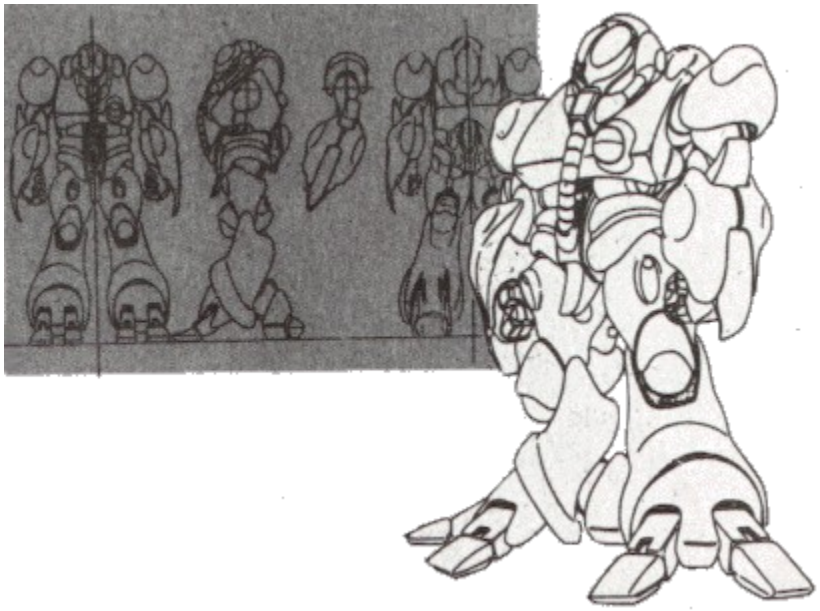
System Redundancies

Mid and late generation bioroid mecha have multiple redundant systems, making them quite hardy in combat. When a critical hit is scored on any system other than the powerplant, the critical effect is negated on a 1-2 on 1d10. Damage is applied as normal. This is a cost multiplier of x0.2.

**Early Generation** (also First Generation)

**Type I**

Type I bioroids are basic infantry units, piloting blue Bioroid armor. The unit's main sensors are in a cluster on the left side of the chest.



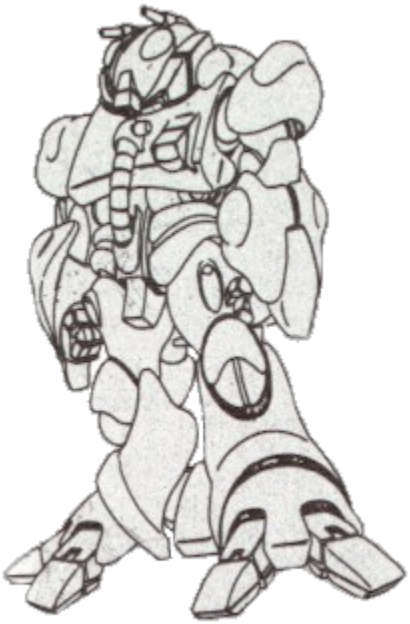
Type 1 Early Gen

**Type II**

Type II bioroids are commanders and elite troops. The unit's main sensor is located in the left chest area of the mecha. These mecha are usually colored green to distinguish them, while still remaining a more muted, subtle color.

These units are seen defending the Zor space ships when the 15th squad attempts to cripple the drive system of the Zor flagship and send it crashing down to the planet,

and one is captured when the 15th ATAC escapes from the downed flagship in *Labyrinth*. This captured unit is apparently piloted by a high technology android rather than a true biological being.



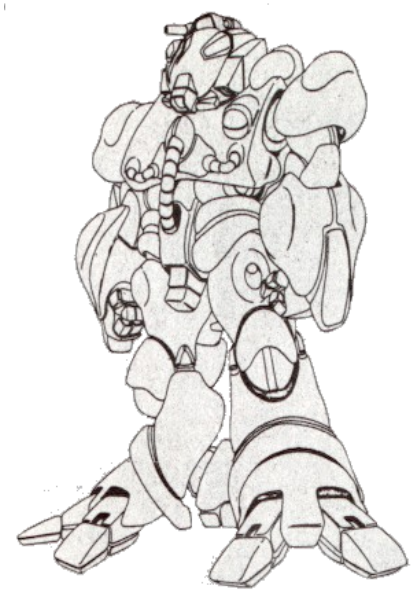
Type II Early Gen

**Type II Custom**

Red bioroid with cockpit open

There is also a custom version of the Early Type II model that is piloted by the biohuman, Seifriet Weiße, a captured human pilot who is surgically brainwashed into a Zor Bioroid commander. This version has modifications to the sensor located on the head as well as additional energy tubes in the chest area. Seifriet's bioroid is painted bright red. No other versions are seen to be in operation.

The unit's main sensor is located in the upper left chest area of the mecha. This mecha is usually assigned the Zor's disk-like 26mm beam gun.



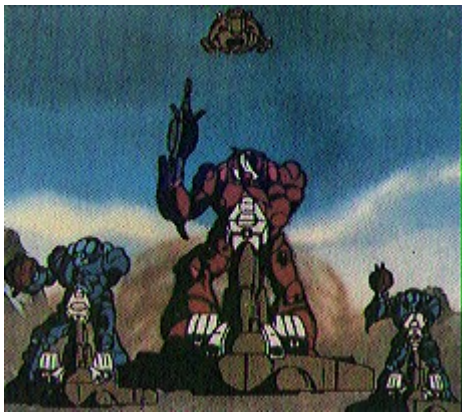
Type II Early Gen Custom

**Mid Generation** (also Second Generation)

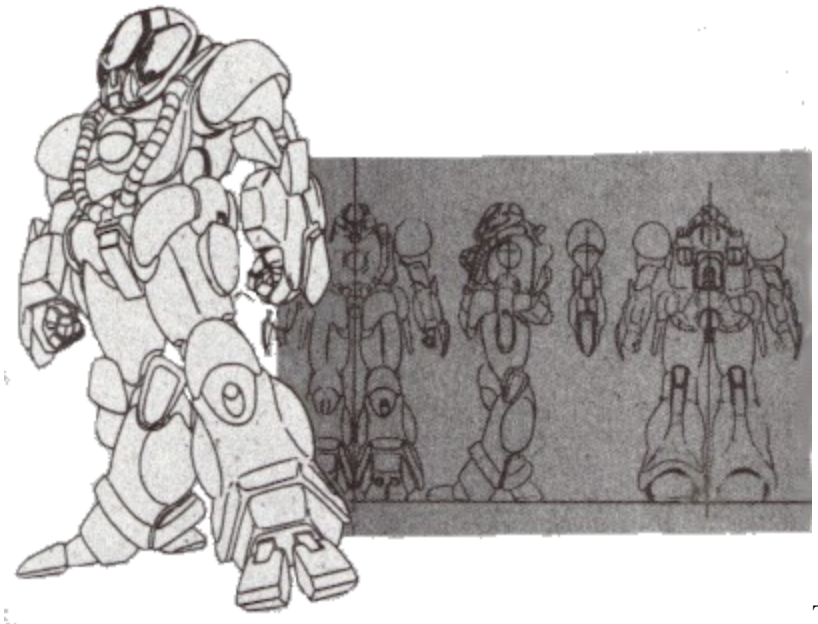
The Second-generation Bioroids are tend to be piloted by more advanced android, Biohumans and Zor warriors. The Bioroid is developed with many redundancies in operation and sustain tremendous amounts of damage and still manage some offensive capabilities.

**Type I**

This bioroid is operated in conjunction with the earlier generation of Bioroids. There are scenes where Seifriet's early period Type II Custom Bioroid is escorted by a pair of these later generation Bioroids. This Bioroid is distinguished by its triple face plate.



This unit's main sensor is located in the center of its chest. The second generation of Bioroids is visibly different in that they include a pair of external energy tubes, instead of the single from the previous versions. This unit is usually colored blue. This might suggest that it has more power available.

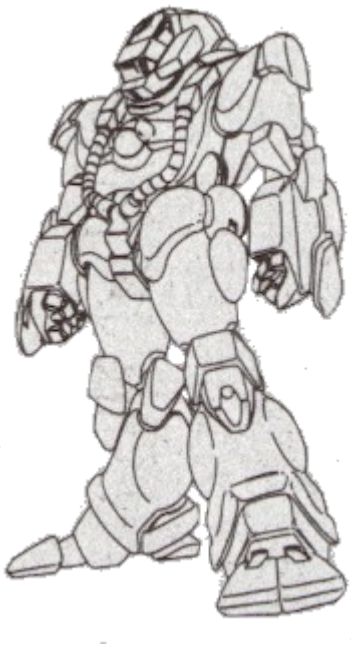


Type I Mid Gen

**Type II**

Commander and elite bioroid. These units are also referred to as *Biopsychers*. They are piloted in groups of 3 Zor who operate as one by use of telepathic communications. This communication allows the pilots to coordinate on a much faster level and provides a highly efficient combat team.

This unit's main sensor is located in the center of the chest. The second generation of Bioroids is visibly different in that they include a pair of external energy tubes, instead of the single from the previous versions. The head, shoulders and lower arms structurally differentiate this unit from the Type I. These units are colored red with orange accents.



Above right, Zor warrior trio of Faido, Faida and Faizu entering their Bioroid armor. The mid-generation Type II are always piloted by Zor rather than biohumans, as the bioroids expand on the Zor trinity of "intelligence, thought, action".

**Late Generation** (also Third Generation)

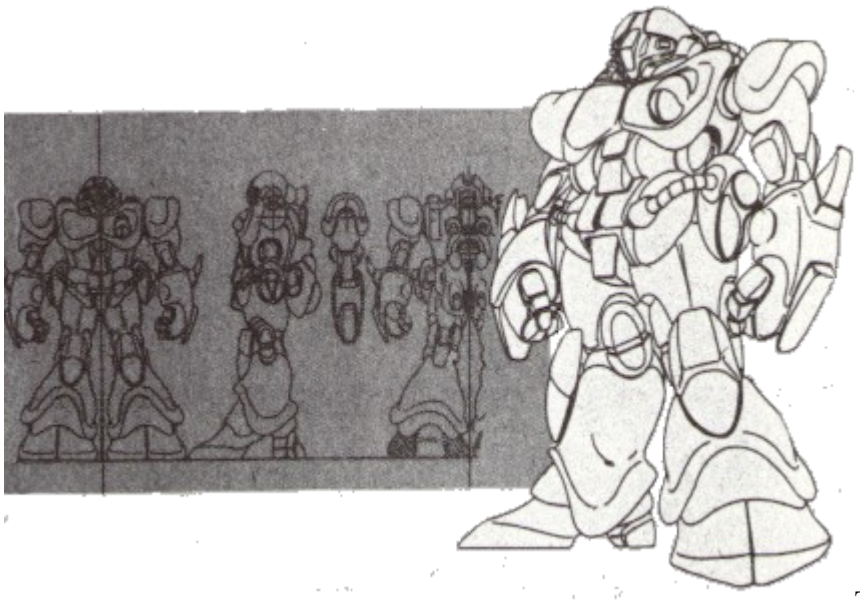
This generation of bioroids was never shown in the Southern Cross anime due to the series being cut short and canceled. They were originally intended as near-human fighters.

**Type I**

This mecha has a more rounded foot than previous generations. Also, the front toes are enlarged, most likely to reduce the pressure this mecha applies to the ground underneath it. The inclusion of larger thrusters around the hips suggests that this mecha has better jumping capabilities than previous generations.

The unit's main sensor array is located in the left chest area.

*Note: This is the mecha that Matchbox/Harmony Gold have incorrectly labeled as the Robotech Invid Fighter Bioroid.*

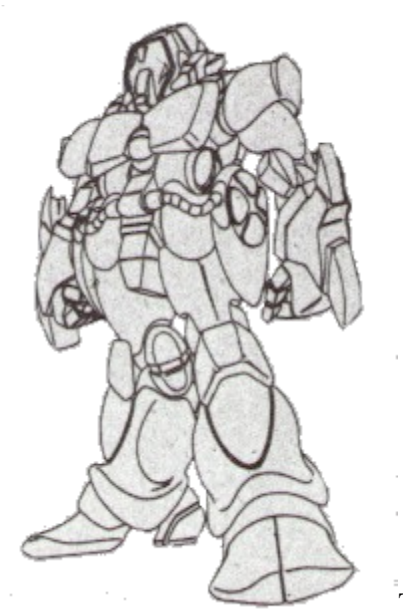


Type I Late Gen

**Type II**

This mecha has a more rounded foot than previous generations. Also, the front toes are enlarged, most likely to reduce the pressure this mecha applies to the ground underneath it. The inclusion of larger thrusters around the hips suggests that this mecha has better jumping capabilities than previous generations.

The unit's main sensor array is located in the center of the chest, approximately where the sternum is located on a human.



Type II Late Gen

## Type I, Generation 1

**COST**: 93 CP + weapon drum
**Availability**: ??

**HEIGHT:**
6.4m
**WIDTH:**
2.8m
**LENGTH:**
2.05m
**WEIGHT:**
11,300 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -1 | 6 (300m/round) | 0 |

**Maneuver Pool** +67%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 10 | MS | 4 | 4 |
| Head | | MS | 4 | 5 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 6 | MS | 4 | 4 |
| Left Arm | | MS | 5 | 6 | MS | 4 | 4 |
| Right Leg | | MS | 5 | 6 | MS | 4 | 4 |
| Left Leg | | MS | 5 | 6 | MS | 4 | 4 |

| Thrusters | Location | MA |
|---|---|---|
| -- | | |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| STR Class | Torso | 2 | 4 km | 800 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |

**Optional Systems**
Liftwire, Nightsight, Spotlight, Escape Pod

**Multipliers**
Verniers (1 Main Body, 2 each Leg), Semi-Monocoque, Telemechanical
Environmentals (Arctic, Desert, Space, EM)

## Type II, Generation 1

**COST**: 98 CP + weapon drum
* Upgrade to MS sensors (sensors 7 km, communications 1100 km)
* Upgrade armor on Torso to HS (5K, SP 5)
* Height 6.52m, Weight 11,730 kg

## Type I, Generation 2

**COST**: 118 CP + weapon drum
**Availability**: ??

**HEIGHT:**
6.4m
**WIDTH:**
2.8m
**LENGTH:**
2.05m
**WEIGHT:**
11,300 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | -0 | 7 (350m/round) | 0 |

**Maneuver Pool** +100%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 10 | HS | 5 | 5 |
| Head | | MS | 4 | 5 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 6 | MS | 4 | 4 |
| Left Arm | | MS | 5 | 6 | MS | 4 | 4 |
| Right Leg | | MS | 5 | 6 | MS | 4 | 4 |
| Left Leg | | MS | 5 | 6 | MS | 4 | 4 |

| Thrusters | Location | MA |
|---|---|---|
| -- | | |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| MS Class | Torso | 2 | 7 km | 1100 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |

**Optional Systems**
Liftwire, Nightsight, Spotlight, Escape Pod

**Multipliers**
Verniers (1 Main Body, 2 each Leg), Semi-Monocoque, Telemechanical, Redundant Systems

Environmentals (Arctic, Desert, Space, EM), Overcharged Engine

## Type II, Generation 2

**COST**: 119 CP + weapon drum
* Add ACE +33%
* Increase MP to 133%
* Height 6.7m, Weight 12,500 kg
* Always piloted by biopsycher triumvirate clones

## Type I, Generation 3

**COST**: 191 CP + weapon drum
**Availability**: ??

**HEIGHT:**
7.3m
**WIDTH:**
3.0m
**LENGTH:**
2.2m
**WEIGHT:**
12,500 kg

| Mode | MV | Land MA | Fly MA |
|---|---|---|---|
| Battroid | | -0 | 7 (350m/round) | 6 (300m/round) |

**Maneuver Pool** +133%

| Servo | Class | Kills | Spaces | Armor | SP | Kills | |
|---|---|---|---|---|---|---|---|
| Main Body | | MS | 8 | 10 | HS | 5 | 5 |
| Head | | MS | 4 | 5 | MS | 4 | 4 |
| Right Arm | | MS | 5 | 6 | MS | 4 | 4 |
| Left Arm | | MS | 5 | 6 | MS | 4 | 4 |
| Right Leg | | MS | 5 | 6 | MS | 4 | 4 |
| Left Leg | | MS | 5 | 6 | MS | 4 | 4 |

| Thrusters | Location | MA |
|---|---|---|
| Jump Jets | R Hip | 3 |
| Jump Jets | L Hip | 3 |

| Sensors | Location | Kills | Sensors | Communications |
|---|---|---|---|---|
| HS Class | Torso | 2 | 11 km | 1300 km |

| Weapon | Location | DMG | Range | WA | Kills | Shots | Notes |
|---|---|---|---|---|---|---|---|
| Hands | Arms | 2K | Melee | +0 | 1 | U | Quick, Handy |

**Optional Systems**
Liftwire, Nightsight, Spotlight, Escape Pod

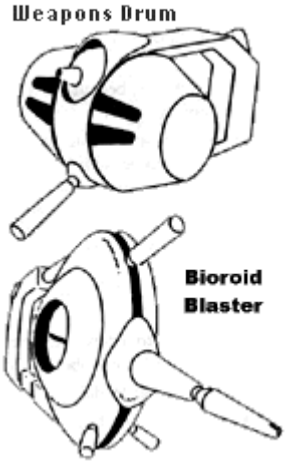
**Multipliers**
Verniers (1 Main Body, 2 each Leg), Semi-Monocoque, Telemechanical, Redundant Systems
Environmentals (Arctic, Desert, Space, EM), Overcharged Engine, ACE +33%

## Type II, Generation 3

**COST**: 196 CP + weapon drum

* Upgrade to ACE +66%
* Increase MP to 166%

## Other Bioroid Equipment




**Bioroid Weapon Drum**

This weapon is used by the Type I bioroids.
+1 WA, Range 4, 1K, BV 3, 1 Kill, CP

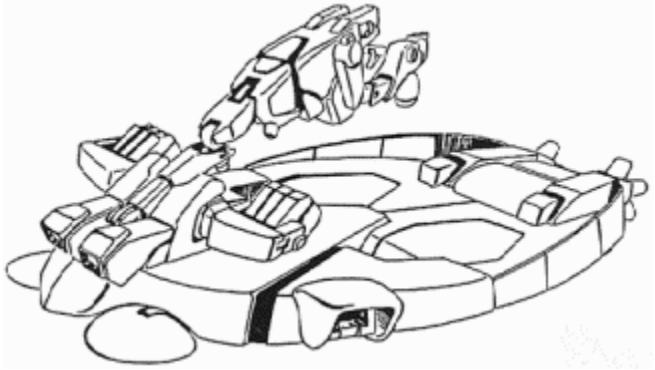
**Bioroid Blaster**

This is a 26mm disc-shaped beam weapon carried by the Type II bioroids.
+1 WA, Range 4, 2K, BV 5, 2 Kills, CP

**Biover Hoversled**

The Biover is an aerospace-capable hovercraft for use in rapid transportation of Bioroids. The Biover contains a pair of beam cannons mounted to either side of the control post. From the animation scenes, it would appear the Bioroid and/or Landing Frigate can remotely control the Biover.

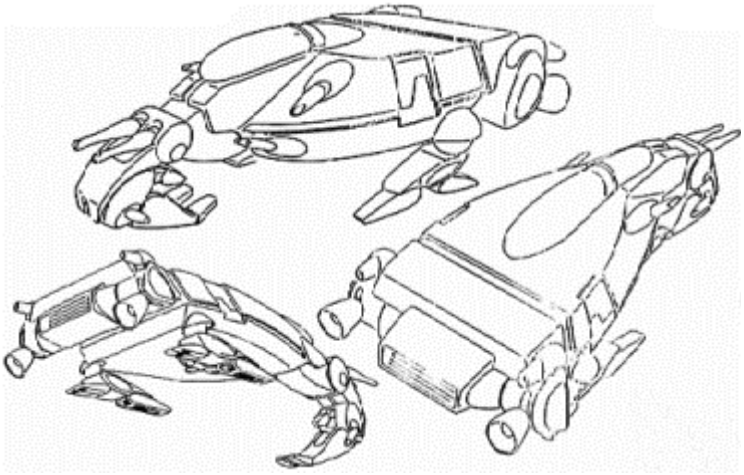
There are a pair of engines in the rear for forward propulsion. There appears to be a pair of small braking thrusters at the foot of the control post. These may also just be intakes for the lower lift engines. For hover and lift, there are a pair of some form of engine in the front as well as a main engine on the center rear bottom.



Weight: 8 tons
Height: 1.4m
Width: 4.1m
Length: 9.1m
Max speed: 416 kph
Structure: 5K
Armor: 3K, SP 3
Movement: MA 20
Weapons: Beam Cannons (2K, Range 4, BV 3, Crosslinked)
CP: 55

# Zor Frigate

**COST:** ?? CP
**Manufacturer**: Zor Fleet



**HEIGHT:** 23.1m
**WIDTH:** 36.5m
**LENGTH:** 121.9m
**WEIGHT:** 2250 tons
**CREW**: 3 crew

**Hull Class**: Superlight
**KILLS**: 200
**ARMOR**: SP 20
**SPACES**: 2

**MA**: ?
**Turn**: +1
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Particle Beam Cannon | FF | 50K | | | | |
| Point Defense Laser (x4) | F | 10K | | | | |
| Rotary Ion Cannon (x4) | F | 10K | | | | |

**Mecha/Shuttle Compliment**
Bioroid 60*
* or 40 Bioroid with Biover hoversled

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years)

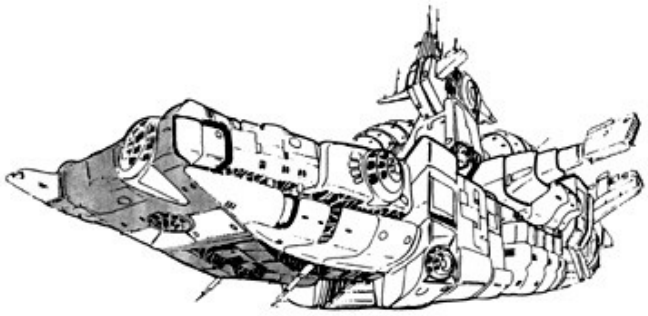
**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

**Multipliers**
Engines MA ? (x0.?), Crew Grade B (x0.6)

**Programme:** Designed as an all-purpose light frigate that allows for transporting of bioroids while being able to hold its own in combat.

## Zor Carrier

**COST:** ?? CP
**Manufacturer**: Zor Fleet



**HEIGHT:** 298m
**WIDTH:** 200m
**LENGTH:** 510m
**WEIGHT:** 1,220,000 tons
**CREW**: 62 crew; up to 510 bioroids

**Hull Class**: Armored Heavy
**KILLS**: 1800
**ARMOR**: SP 70
**SPACES**: 18

**MA**: ?
**Turn**: +9
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Tri-Barrel Cannon (x13) | F | 100K | | | | |

**Mecha/Shuttle Compliment**
Bioroid 510

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years)

**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??

Repair Bay: ??

**Multipliers**
Engines MA ? (x0.?), Crew Grade B (x0.6)

**Programme:** Designed as an in-system troop transport.

## Zor Destroyer

**COST:** ?? CP
**Manufacturer**: Zor Fleet

**HEIGHT:** 103m (main hull), 148m overall
**WIDTH:** 56m (main hull), 101m overall
**LENGTH:** 348m (main hull), 386m overall
**WEIGHT:** 240,000 tons
**CREW**: 90 plus 132 troops

**Hull Class**: Mediumweight
**KILLS**: 1200
**ARMOR**: SP 70
**SPACES**: 12

**MA**: ?
**Turn**: +6
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Particle Beam Cannon (x4) | FF | | | | | |
| Fusion Beam Cannon (x4) | FF | | | | | |
| Medium Beam Cannon (x4) | F | | | | | |
| Heavy Beam Cannon (x2) | U | | | | | |
| Light Beam Cannon (x2) | T | | | | | |
| Tri-Barrel Cannon (x12) | A | | | | | |

**Mecha/Shuttle Compliment**

| | |
|---|---|
| Bioroid | 72* |
| Shuttlecraft | 4 |

* with Biover hoversled

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years)

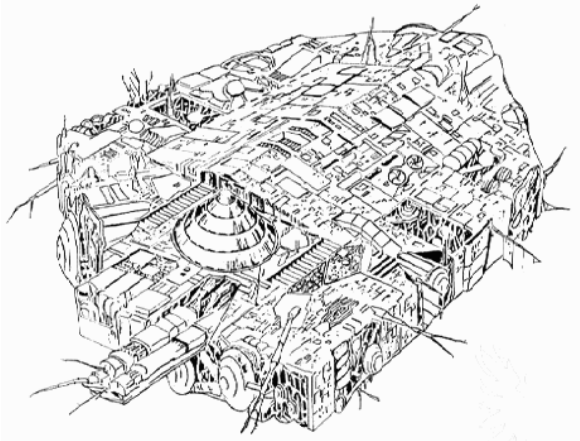
**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

**Multipliers**
Engines MA ? (x0.?), Crew Grade B (x0.6)

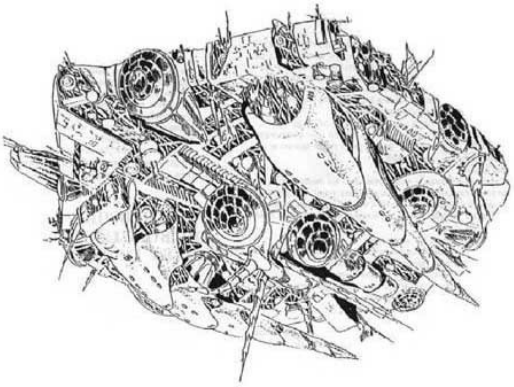
**Programme:** Designed as an in-system gunship.

## Zor Mothership

**COST:** ?? CP
**Manufacturer**: Zor Fleet



top view



bottom view

**HEIGHT:** 605m main hull; 1210m overall
**WIDTH:** 5,815m
**LENGTH:** 7,260m
**WEIGHT:** 6,280,000,000 tons
**CREW**: 10,000; up to 45,000 troops and 270,000 citizens

**Hull Class**: MegaHeavy+
**KILLS**: 64,970
**ARMOR**: SP 100
**SPACES**: 6299

**MA**: ?
**Turn**: +11
**Crew Quality**: B

| System | Kills | Range |
|---|---|---|
| MW Communications | 200 | 15,000 km |
| AH Sensors | 300 | 3,000 km |

| Weapon | Arc | DMG | Range | WA | Kills | Payload |
|---|---|---|---|---|---|---|
| Heavy Particle Beam | FF | 5000K | | | | |
| Medium Particle Beam (x93) | A | 200K | | | | |

Point Defense Laser (x1200) A 10K

**Mecha/Shuttle Compliment**
Bioroid 30,000*
Zor Frigate 200
Air Defense Drone 300
* with Biover hoversled

**Optional Systems**
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct, Antigravity Drive
Life Support (32,000 for 12 years)

**Bays**
Mecha: ??
Crew: ??
Cargo: ??
Medical Bay: ??
Repair Bay: ??

**Multipliers**
Engines MA ? (x0.?), Crew Grade B (x0.6)

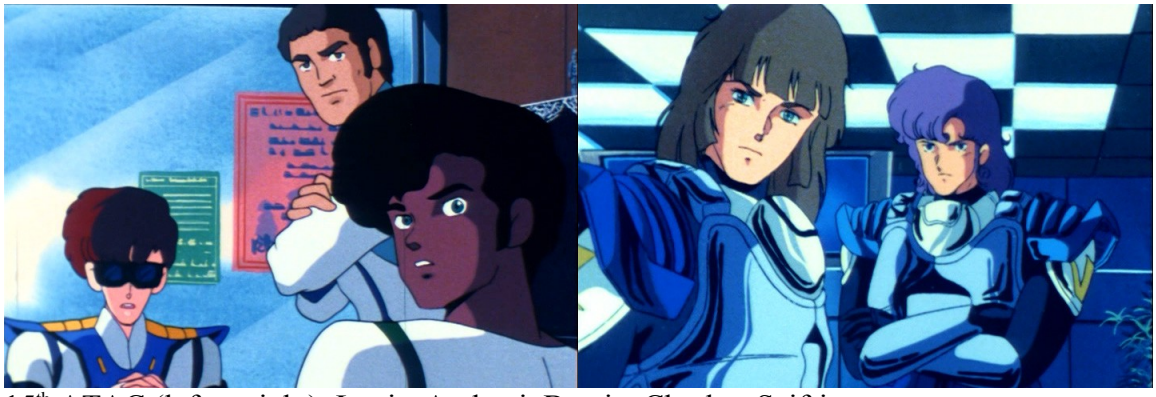
**Programme:** Designed as a super-scale city/colony ship, command ship and mobile factory.

# Chapter 7 – NPCs

This chapter details several major NPCs as they appear at the end of series or just before their deaths.

## ATAC 15th Squadron

Formerly commanded by Charles de Etouard, leadership passed to a young Jeanne Francaix. Of all the battle groups of the ASC, the 15th appears to be highly undisciplined and behave more like a bike gang even when on duty; such as zooming through the city and calling it "urban combat maneuver practice" or "city patrol". Despite this, the 15th ATAC pulls off some of the most daring missions with a high success rate. It is the exploits of the 15th ATAC that keep Glorie from being completely overrun by the Zor, and discover most of their weaknesses.



15th ATAC (left to right): Louis, Andrzej, Bowie, Charles, Seifriet

## Jeanne Francaix

Role: Alpha Tactical Armored Corps
Stats: INT 4, COOL 4, PRE 5, EMP 5, REF 7, DEX 7, TECH 5, STR 5, BOD 5, ATTR 4, MA 4, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Spartan 8, Mecha Weaponry 7, Pilot: Hovercraft 7, Wardrobe & Style 5, Personal Grooming 6, Automatic Weapons 4, Hand-to-Hand 3, Handgun 4, Military Etiquette 3, Athletics 5, Dodge & Evade 6, Radio Communications 5, Weapon Systems 6, Navigation 3, Mecha Combat 4, Rifle & Shotgun 5, Tactics 2
Perks/Talents: Membership 4 (ATAC), Rank 2 (officer), Combat Sense 3, Beautiful 1
Complications: Compulsion (showering & appearance) -5, Bad Reputation -5, Impulsive -5

Sergeant Major Francaix was given command of the 15th after the demotion of its previous commander. She was promoted to 2LT for using her initiative and saving the space port during the first Zor attack, as well as accidentally discovering a weakness in the Zor Bioroid forces in their dependence on the Zor Landing Craft. As the war with the Zor precedes, Jeanne matures into a capable commander of troops. Towards the later episodes, she carries the rank of First Lieutenant on her armor.

Jeanne was born in Cone City located in the rural district of Liberty in the Proxima system. She is the daughter of a soil quality scientist and a housekeeper. She has one younger brother.

**Gender:** Female
**Rank:** Sergeant Major; 2nd Lieutenant; 1st Lieutenant
**Age:** 17
**Birthdate:** August 5
**Birthplace:** Cone City, Liberty
**Lineage:** French
**Blood Type:** O
**Height:** 167 cm
**Weight:** 43 kg
**Measurements (cm):** ?
**Occupation:** ATAC 15th Squadron Commander

## Charles de Etouard

Role: Alpha Tactical Armored Corps
Stats: INT 4, COOL 4, PRE 4, EMP 4, REF 5, DEX 5, TECH 4, STR 4, BOD 5, ATTR 7, MA 6, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.

Skills: Mecha Pilot: Spartan 6, Mecha Weaponry 6, Pilot: Hovercraft 7, Wardrobe & Style 4, Personal Grooming 5, Automatic Weapons 4, Hand-to-Hand 2, Handgun 4, Military Etiquette 3, Athletics 5, Dodge & Evade 6, Radio Communications 5, Weapon Systems 5, Navigation 3, Mecha Combat 4, Rifle & Shotgun 5, Tactics 1
Perks/Talents: Membership 1 (ATAC), Rank 0 (enlisted), Handsome 3
Complications: Lechery -10, Bad Reputation -5

Charles was the commander of the 15th ATAC until he seduced a general's woman and was demoted down to buck private and put under Jeanne's command. He is a womanizing pretty boy who can't resist chasing skirts. Eventually he falls for Mary Angel after rescuing her and the two become a couple.

**Gender:** Male
**Rank**: Second Lieutenant; Buck Private
**Age**: 23
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Bowie Emerson

Role: Alpha Tactical Armored Corps
Stats: INT 3, COOL 3, PRE 2, EMP 4, REF 5, DEX 5, TECH 4, STR 4, BOD 3, ATTR 5, MA 4, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Spartan 5, Mecha Weaponry 5, Pilot: Hovercraft 5, Automatic Weapons 4, Hand-to-Hand 2, Handgun 2, Military Etiquette 3, Athletics 5, Dodge & Evade 7, Radio Communications 5, Weapon Systems 5, Navigation 3, Mecha Combat 4, Rifle & Shotgun 5, Tactics 1, Play Instrument: Piano 7, Play Instrument: Guitar 3
Perks/Talents: Membership 1 (ATAC), Rank 2 (enlisted), Contacts 4 (his father)
Complications: Pacifist -10

Bowie is the son of general Rolf Emerson. His mother is never mentioned in the series, but its assumed she is of African descent since Rolf is white and Bowie is mixed (has blue eyes). He was pressured by his father to join the ASC even though Bowie is a pacifist and would rather be a jazz pianist. He makes first real contact with the Zor when he encounters Musica in her chambers. He falls in love with her and they end up a couple.

**Gender:** Male
**Rank**: Private 1st Class
**Age**: 16
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Andrzej Slawski

Role: Alpha Tactical Armored Corps
Stats: INT 3, COOL 6, PRE 3, EMP 3, REF 5, DEX 5, TECH 3, STR 6, BOD 5, ATTR 4, MA 3, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Spartan 7, Mecha Weaponry 7, Pilot: Hovercraft 7, Automatic Weapons 4, Hand-to-Hand 6, Handgun 4, Military Etiquette 6, Athletics 5, Dodge & Evade 6, Radio Communications 5, Weapon Systems 5, Navigation 3, Mecha Combat 6, Rifle & Shotgun 5, Tactics 4, Acting 1
Perks/Talents: Membership 3 (ATAC), Rank 4 (enlisted)
Complications:

Andrzej has been in the 15th ATAC longer than the other members, and is the most "soldier-like" of the squad. He often leads the group in Jeanne's absence and typically has to remind many of the members of their duties and responsibilities. He acts tough, but he cares about the well being of the squad.
**Gender:** Male
**Rank**: Sergeant
**Age**: ?
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Louis Ducasse

Role: Alpha Tactical Armored Corps
Stats: INT 6, COOL 4, PRE 4, EMP 4, REF 5, DEX 5, TECH 8, STR 3, BOD 3, ATTR 4, MA 5, EDU 5
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Spartan 6, Mecha Weaponry 6, Pilot: Hovercraft 7, Automatic Weapons 4, Hand-to-Hand 2, Handgun 4, Military Etiquette 3, Athletics 5, Dodge & Evade 6, Radio Communications 5, Weapon Systems 7, Navigation 3, Mecha Combat 4, Rifle & Shotgun 5, Tactics 1, Electronics 7, CyberTech 3, Mechanical Engineering 6, Computer Operation 6, Expert: Bioroids 6
Perks/Talents: Membership 1 (ATAC), Rank 3 (enlisted)
Complications: Reduced Sight -10

Louis is the brains of the 15th ATAC, and a major contributor to the ASC as a whole. He is usually the one to figure out weaknesses in the bioroids and is quick to find a way to exploit them. He develops the SVTL system under the belief it was to be used for training simulators.
**Gender:** Male
**Rank**: Corporal
**Age**: ?
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Seifriet Weiße

Role: Alpha Tactical Armored Corps
Stats: INT 5, COOL 7, PRE 6, EMP 4, REF 6, DEX 6, TECH 4, STR 4, BOD 6, ATTR 6, MA 5, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Spartan 6, Mecha Weaponry 6, Pilot: Hovercraft 7, Automatic Weapons 4, Hand-to-Hand 2, Handgun 7, Military Etiquette 3, Athletics 5, Dodge & Evade 6, Radio Communications 5, Weapon Systems 5, Navigation 3, Mecha Combat 4, Rifle & Shotgun 5, Tactics 4, Pilot: Bioroid 8
Perks/Talents: Membership 1 (ATAC), Rank 1 (officer), Handsome 4
Complications: Manchurian Candidate -15, Obsessed (revenge on Dess) -15, Bad Reputation (the Red Bioroid) -5
Cybernetics: radio splice

Seifriet was a 1st lieutenant at the Aluce base before he was captured by the Zor and turned into a biohuman pilot. He became infamous among the 15th ATAC as "the red bioroid" and killed many humans. He was later allowed to be captured by the ASC as a spy; highly advanced transmission "cells" were implanted in his brain that allowed the Zor to view his memories without his knowledge (although he experienced dizziness and fatigue when transmitting).

Knowledge of what was done to him, and what he was forced to do almost caused Seifriet to have a complete mental breakdown. Instead of going insane, he vowed to take revenge on Dess for what they did. Seifriet dies when Dess' mothership crashes.

His radio splice represents the "cells" implanted into his brain by the Zor to allow them to effectively eavesdrop on his thoughts.
**Gender:** Male
**Rank**: First Lieutenant; Second Lieutenant
**Age**: ?
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Lana Isavia

Role: Glorie Military Police
Stats: INT 5, COOL 5, PRE 6, EMP 6, REF 5, DEX 5, TECH 4, STR 3, BOD 4, ATTR 6, MA 5, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Automatic Weapon 4, Hand-to-Hand 4, Handgun 5, Military Etiquette 6, Athletics 5, Dodge & Evade 6, Radio Communications 5, Mecha Pilot: Battroid [Monocle] 3, Mecha Weaponry 4, Drive 6, Intelligence Gathering 7, Interrogation 5, Human Perception 6, Streetwise 5, Computer Operation 5
Perks/Talents: Membership 4 (GMP), Rank 1 (officer), Beautiful 3, Combat Sense 1
Complications: Code of Honor (10), Stubborn (5)

Lana Isavia is the GMP officer who has the responsibility of looking after the 15th ATAC squad. She is the officer who repeatedly arrests Jeanne and Charles in the beginning of Southern Cross. She is sweet on Seifriet and provides him with classified information in hopes of returning his memory and unwittingly provides information to the Zor fleet commanders about the plans of the Southern Cross high command. Eventually she falls in love with 1LT Brown and they become a couple.
**Gender:** Female
**Rank**: Second Lieutenant
**Age**: 19
**Birthday**: January 19

**Birth Place**: Liberty's Senterporice
**Height**: 170 cm
**Weight**: 50 kg (110 lbs)
**Blood Type**: A

## Mary Angel

Role: Tactical Armored Space Corps
Stats: INT 5, COOL 6, PRE 5, EMP 5, REF 7, DEX 7, TECH 6, STR 5, BOD 5, ATTR 5, MA 5, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Automatic Weapon 5, Hand-to-Hand 4, Rifle 5, Military Etiquette 5, Athletics 6, Dodge & Evade 6, Radio Communications 5, Mecha Pilot: Logan 7, Mecha Pilot: AJACS 6, Weapons Systems 5, Zero-G Movement 6, Mecha Weaponry 6, Astro-Navigation 5, Mathematics 4, Pilot: Spaceshuttle 6, Tactics 4
Perks/Talents: Membership 3 (TASC), Rank 1 (officer), Beautiful 2, Combat Sense 4, High Pain Threshold, Ace Pilot, Genius (Mecha Pilot) 2
Complications:

2LT Mary Angel is the ace of the Glorie Tactical Armored Space Corps. She first spurns, then eventually begins to care for Charles de Etouard of the 15th ATAC, after he saves her life in combat. She leads many successful missions as well as leading the returning ships from a base on the moon, Aluce, to save the Relief fleet from the Zors. She assists 1LT Brown in rescuing Chief of Staff Emerson from his crippled Flagship during the final offensive against the Zor. Because of her skill in space combat, she earned the nickname of "cosmo amazon".

**Gender:** Female
**Rank**: Second Lieutenant
**Age**: 20
**Birthday**: April 14
**Birth Place**: Liberty's Senterporice
**Height**: 175 cm
**Weight**: 48 kg (105.6 lbs)
**Blood Type**: B

## R. Brown

Role: Tactical Armored Space Corps
Stats: INT 5, COOL 5, PRE 4, EMP 4, REF 5, DEX 5, TECH 4, STR 5, BOD 5, ATTR 5, MA 4, EDU 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Membership 5 (ATAC), Rank 2 (officer)
Complications:

A lieutenant in the Tactics Armored Space Corps and a steady friend of Rolf Emerson. Lana is impressed with Brown's sense of integrity, optimism, and duty, and she develops a crush on him. The two eventually become a couple.

**Gender:** Male
**Rank**: First Lieutenant
**Age**: ?
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Claude Leon

Role: Command Officer (Supreme Commander of the ASC)
Stats: INT 4, COOL 4, PRE 6, EMP 2, REF 4, DEX 4, TECH 4, STR 5, BOD 6, ATTR 3, MA 4, EDU 4
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Membership 10 (ASC command), Rank 11 (officer)
Complications: Stubborn -15, Bad Temper -10, Delusional -15

Supreme commander of the ASC. He is a megalomaniac and a total bastard who is willing to sacrifice everyone to achieve victory against the Zor. He refuses to listen to council from other officers (except his own yes-men) and ignores any information that doesn't have an immediate and obvious military tactical advantage. Late into the war, he sends General Rolf and all other officers who speak against his bloodlust to be sacrificed against the Zor when they retook moon base Aluce.

**Gender:** Male
**Rank**: Supreme Commander
**Age**: ?
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Rolf Emerson

Role: Command Officer
Stats: INT 7, COOL 8, PRE 5, EMP 5, REF 5, DEX 5, TECH 4, STR 4, BOD 5, ATTR 5, MA 6, EDU 4
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Tactics 8
Perks/Talents: Membership 9 (ASC command), Rank 10 (officer)
Complications:

Father of Bowie Emerson. Throughout the war, Rolf suggests diplomacy and better research into the Zor, but is consistently overruled by Claude Leon. His tactics against the Zor are nothing short of brilliant. Rolf dies during the last battle on Dess' ship when he shields Bowie and Musica from enemy fire.

**Gender:** Male

**Rank**: General
**Age**: ?
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Musica, Musiere, Muselle

Role: Instrumental Shantar
Stats: INT 4, COOL 3, PRE 5, EMP 6, REF 4, DEX 4, TECH 5, STR 3, BOD 3, ATTR 6, MA 5, EDU 0
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Play Instrument: Light Harp 7, Computer Operation 3, History (Zor) 4
Perks/Talents: Beautiful 3
Complications: Unfettered -5, Individualist -15

Musica is one of the "instrumental shantars" of the Zor ship controlled by Dess, along with her two other identicals Muselle and Musiere. She first encounters Bowie Emerson in her chambers, and eventually starts to experience repressed emotions and thinking of herself as an individual. Later on, she escapes with the 15th ATAC and returns to Glorie to be with Bowie. In the final mission aboard her former ship, her identical Muselle is killed by Zor soldiers.

Her stats/skills can be applied to either of her Identicals (remove Unfettered before Muselle dies, and the other two don't appear to be Individualists). She has lost her modifiers from use of protozor.
**Gender:** Female
**Age**: ? (appears to be around 19 or 20 years old)
**Birthday**: ?
**Birth Place**: ?
**Height**: ?
**Weight**: ?
**Blood Type**: ?

## Dess, Dera, Demi

Role: Zor Fleet Command
Stats: INT 12, COOL 7, PRE 8, EMP 1, REF 3, DEX 3, TECH 9, STR 4, BOD 5, ATTR 2, MA 5, EDU 9
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Rank (Zor) 10
Complications: Obsession (protozor) -15
??
Information Focus: +4 Intelligence Gathering, +2 Computer Operation
Decision Focus: +4 Tactics, +2 Authority
Action Focus: +4 ?, +2 ?
**Gender:** Male
**Height**: ?
**Weight**: ?

## Zosma, Zosmo, Zosmu

Role: Zor Vanguard Command
Stats: INT 11, COOL 7, PRE 6, EMP 1, REF 4, DEX 4, TECH 7, STR 4, BOD 5, ATTR 2, MA 5, EDU 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Rank (Zor) 8
Complications:
??
Information Focus: +4 Intelligence Gathering, +2 Computer Operation
Decision Focus: +4 Tactics, +2 Authority
Action Focus: +4 ?, +2 ?
**Gender:** Male
**Height**: ?
**Weight**: ?

## Veida, Veira, Veia

Role: Zor Science Officer
Stats: INT 11, COOL 7, PRE 5, EMP 1, REF 5, DEX 5, TECH 11, STR 5, BOD 6, ATTR 4, MA 6, EDU 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Rank (Zor) 7
Complications:
??
Information Focus: +4 Intelligence Gathering, +2 Computer Operation
Decision Focus: +4 Tactics, +2 Authority
Action Focus: +4 ?, +2 ?
**Gender:** 2 Male, 1 Female
**Height**: ?
**Weight**: ?

## Miguel, Michele, Migeua

Role: Zor Military Intelligence
Stats: INT 11, COOL 7, PRE 4, EMP 1, REF 6, DEX 6, TECH 7, STR 4, BOD 5, ATTR 5, MA 6, EDU 8
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Rank (Zor) 7
Complications:
??
Information Focus: +4 Intelligence Gathering, +2 Computer Operation
Decision Focus: +4 Tactics, +2 Authority
Action Focus: +4 ?, +2 ?
**Gender:** Female
**Height**: ?
**Weight**: ?

**Faido, Faida, Faizu**

Role: Bioroid Pilot
Stats: INT 5, COOL 6, PRE 4, EMP 4, REF 7, DEX 7, TECH 2, STR 5, BOD 6, ATTR 6, MA 6, EDU 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Pilot: Bioroid 8, Mecha Combat 7, Mecha Weaponry 7, Dodge & Evade 6, Awareness/Notice 6
Perks/Talents: Rank (Zor) 4
Complications:

Faido, Faida and Faizu function as Type II Mid-Generation *biopsycher* bioroid pilots. They are able to focus their abilities together and fight as a single unit.
Information Focus: +4 Intelligence Gathering, +2 Computer Operation
Decision Focus: +4 Tactics, +2 Authority
Action Focus: +4 Pilot: Bioroid, +2 Mecha Weaponry
**Gender:** Male
**Height**: ?
**Weight**: ?

# Chapter 8 – Into Macross

This chapter includes notes and suggestions for bringing Southern Cross into a Macross canon storyline.

***Option 1*** – Run it mostly as it is. Use Glorie as one of the UN's colony worlds on the other side of the galaxy. Either due to economic difficulties or colony preference, the colony does not have the numbers of VFs or higher technology as other colonies do, concentrating on the cheaper battroids for combat and defense.

In 2050, the colonists may be fighting their first battle against the Zor; the battle that decimates the colony. It is also possible that the first battle took place earlier, around 2030 or so, and the Zor are invading to restock their supply of Protozor much sooner than in Southern Cross.

***Option 2*** – Use parts of it. The battroids could be unique to a single colony, possibly still Glorie. The battroids could also be a new development to replace the destroids, or as specialized armor for the marines and special forces branches of the UN military. The Spartas would be an instant favorite of the UN Army.

***Option 3*** – The Zor could be used as a remnant of the ancient Protoculture. Due to the devastation brought on them by the Schism War and then the war with the Protodeviln and their Inspection Army, the protoculture could have turned to cloning themselves in order to maintain their population. Perhaps the decision for creating the evil series was

made by a single person, and the choice was made to clone everyone in trinities to avoid any single person making such a mistake again.

# Appendix

**Abbreviations**

A nice list of all the abbreviations and terms used in Southern Cross.

ASC – Armies of the Southern Cross
ATAC – Alpha Tactical Armored Corps
CDFC – Civil Defense Flying Corps
CDU – Civil Defense Unit
GMP – Glorie Military Police
ITC – Interstellar Transportation Corps
TAC – Tactical Air Corps
TASC – Tactical Armored Space Corps
TC – Tactical Corps
TC-AD – Tactical Corps Arctic Division
TC-AS – Tactical Corps Alpine Division
TC-DeS – Tactical Corps Desert Division
TC-FoS – Tactical Corps Forest Division
TC-MaS – Tactical Corps Marsh Division
TC-NaD – Tactical Corps Naval Division
TC-REP – Tactical Corps Recon Escort Patrol
TSC – Tactical Space Corps

**Ammunition Types** [Spartas]

Sabot

A sabot (pronounced "sah-boh") refers to a device named for a shoe used in a firearm or cannon to fire a projectile or bullet that is smaller than the bore diameter. Since a strong seal is needed to trap propellant gasses behind the projectile, and keep the projectile centered in the barrel, something is needed to fill the gap between projectile and barrel, which is the role of the sabot. Firing a small size projectile wrapped in a sabot raises the muzzle velocity of the projectile. Made of some lightweight material (usually plastic in small-bore guns, and aluminum in cannons), the sabot usually consists of several pieces held in place by the cartridge or a loose connection. When the projectile is fired, the sabot blocks the gas, and accelerates the projectile down the barrel. When the sabot reaches the end of the barrel, the shock of hitting still air pulls the parts of the sabot away from the projectile, allowing the projectile to continue in flight.

FSDS-TU [Fin Stabilized Discarding Sabot – Tungsten]

A thin but long, high density (tungsten carbide) dart with a high muzzle velocity and little speed loss, giving a near instantaneous time-on-target. Due to the high flight speed, the round does not carry any guidance.

MAPHE-SG [Multiple Kinetic Energy Penetrator - Self Guided]

The MAPHE-SG is an anti-air artillery shell, with a warhead based on designs from the late 20th century. The shell incorporates a Lidar sensor and guides itself to the vicinity of the target, then fires four darts in an optimized firing pattern that virtually insures at least a 75% hit rate. These darts explode after penetrating the armor, destroying large parts of the internal structure of lightly armored targets, and large chunks of armor from heavier armored targets.

MPAF [Multi-Purpose Airburst Flechette]

This shell has a proximity fuse to explode above troop concentrations and releases hundreds of hypervelocity darts. Especially effective against body armor and light APCs, the effectiveness of this round is diminished by cover such as buildings. The round has some secondary capability against helicopters and other low and slow flying targets.

HESH [High Explosive Squash Head]

This round will impact on a target, crush the thin plating of the round, and smear the plastic explosive inside over the armor of the target. A base fuse will detonate the plastic, causing a scab of armor to shatter. The shell is variable fused, and can be used as a general-purpose high explosive shell. With an impact fuse, this shell is especially effective against battroid or bioroid armor.

**Design Notes**

Spartas

The Spartas main cannon gave me no end of grief. Most sources list it as an ion cannon, while a few list it as a projectile cannon. The animation shows it firing a blast or beam most of the time, and clearly shows it firing a missile-like projectile at times. I compromised with the idea that the base model has a projectile cannon, while later versions can be upgraded with the ion cannon.

The triple-barrel secondary weapon also was confusing. Most sources list it as a pulse energy weapon, although the animation has the shots making ricochet and firing sounds as if it were a ballistic weapon. I left it as an energy weapon, as much of the arm space is used for spare shells for the main cannon.

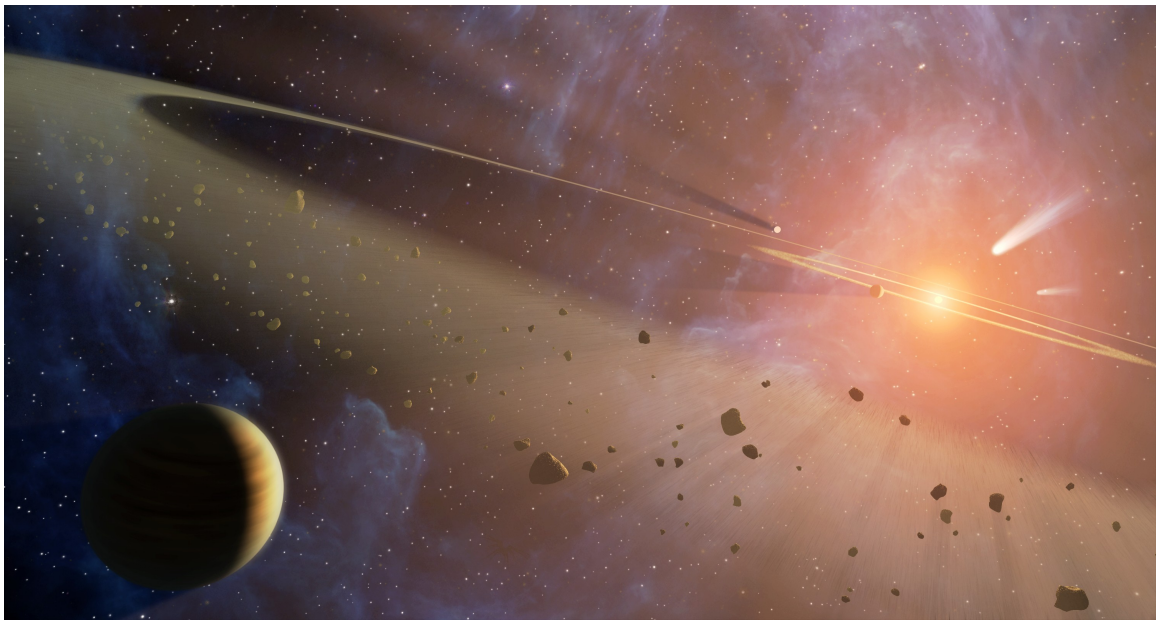
Mary Angel

The anime subtitles her name as Marie throughout the anime. However, when she is in the hospital, the sign over her door clearly spells it as Mary; thus she is referred to as such in this game. (Then again, they subbed Glorie as Gloire for the whole series.)

Musica

Why so few skills? Her identicals Muselle and Musiere stated “we know nothing other than our instruments”. Other than day-to-day skills, it seems they really had no need for anything else.

**Epsilon Eridani in Reality**



Epsilon Eridani (ε Eri / ε Eridani) is a notable main-sequence K2 class star. It is the closest star in the constellation of Eridanus at 10.5 light years from the Sol System and is the third closest star visible to the naked eye. Epsilon Eridani has an estimated 85% of the Sun's mass and 84% of the Sun's radius, but has only 28% of its luminosity and is 10 light years distant. It is the second nearest spectral class K star after α Centauri B. Compared to the Sun, this star is considered slightly low in the abundance of elements with atomic numbers higher than helium. Epsilon Eridani has only about 74% of the Sun's abundance of iron in its chromosphere.

The star's most unusual characteristic is its extremely variable spectrum, with many emission lines. Furthermore, it has a very strong magnetic field and has been measured to rotate once every 12 days (roughly twice as fast as our Sun). The reason for this is its youth as it is only about 800 million to a billion years old.

In 1988, a dust disk was discovered around the star, at a similar distance as the Kuiper belt is from our Sun. Astronomers interpreted Doppler measurements as clumps in the dust ring that suggest another planet orbits the star, causing the clumps through resonance. The dust disc contains approximately 1000 times more dust than is present in the inner system around our Sun, which may mean it has about 1000 times as much cometary material as our solar system.

Within 35 AU of the star the dust is depleted, which may mean that the system has formed planets which have cleared out the dust in this region. This is consistent with currently accepted models of the inner solar system, and so there may be terrestrial planets around the star.

As Epsilon Eridani is one of the nearest solar-type stars to our Sun, many attempts to search for orbiting planets have been made. However, the star's high activity and variability means that finding planets with the radial velocity method is difficult, and stellar activity may mimic the presence of planets. Epsilon Eridani is the target for many planet finding programs because it has the properties to allow an Earthlike planet to form. For liquid water to exist on the surface of a habitable planet ranging from 1 to 2.5 earth masses, the planet would have to be around 0.53 to 0.80 AU from the star (Earth is 1 AU

from our sun). If humans were to find an earthlike planet it might need terraforming in order for humans to live on it due to the system's young age.

There are two planets in the system, one confirmed and one unconfirmed (as of 2009). A 2500 day-period Jupiter-like planet Epsilon Eridani b orbits at 3.39 AU in one of the most eccentric orbit of any extrasolar planets - 0.7. A 280 year-period low-mass planet Epsilon Eridani c orbits at 40 AU in a less eccentric orbit - 0.3.

Conclusions

If Epsilon Eridani is actually the same system used in Southern Cross, it would mean that Glorie is not likely to be Epsilon Eridani c (too far away from its star), but rather a currently undiscovered planet in the system, circa 2009, and that it has two moons. The Zor refer to Glorie as the planet Zor of the Eridanus star system.

**Proxima in Reality**

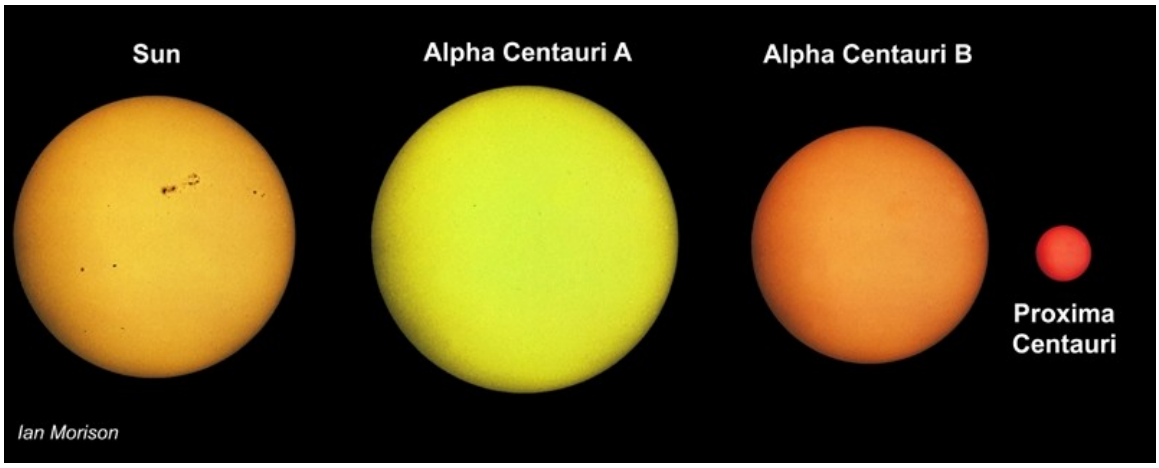
Proxima Centauri (Latin proximus, -a, -um: meaning 'next to' or 'nearest to') is a red dwarf star (classification M5.5Ve star) that is a part of the Alpha Centauri star system (trinary star) and is the nearest star to the Sun at a distance of 4.22 light-years. As the name suggests, it is located in the constellation of Centaurus. It is believed that Proxima orbits the binary pair with a 500,000 year orbit.

Proxima Centauri is categorized as a flare star, as it undergoes random increases in luminosity because of magnetic activity. It only has about an eighth of the Sun's mass, and consequently it has a very low luminosity. Because of its proximity, the size of this star can be measured directly, giving a diameter only one-seventh the size of the Sun (1.5 times the diameter of Jupiter; 214,476 km equatorial diameter). Red dwarfs in general are far too faint to be observable with the naked eye, and Proxima Centauri is no exception. It has an apparent magnitude of 11 while its absolute magnitude is a very dim 15.5. Even from Alpha Centauri A or B, Proxima would only be seen as a 5th magnitude star. Flare stars increase in brightness for periods of minutes to hours and increase the output of radiation from X-rays to radio waves.

Because of its low mass, the interior of the star is completely convective, which means that energy is transferred to the exterior by the physical movement of plasma (rather than through radiative processes). Convection is associated with the generation and storage of a magnetic field. The magnetic energy from this field is released at the surface through stellar flares that briefly increase the overall luminosity of the star. These flares are hot enough to radiate X-rays, and indeed the quiescent X-ray luminosity of this star is roughly equal to that of the much larger star. However, the overall activity level of this star is considered relatively low compared to other M-class dwarfs. This activity appears to vary with a period of roughly 442 days.

Conclusions

Based on this information, the Liberty colony would likely require enclosed cities with life support systems and heavy radiation shielding, as the star will produce very little light and will dump out larger amounts of radiation from time to time.




**Unfinished Story**

Southern Cross was cut short by about a dozen episodes. This means there were several mecha and a large chunk of the story left out. At the end of Southern Cross, the Zor expose the population of Glorie to the spores of the Protozor, turning everyone into Zor. While taking Musica to the ruins, the remainder of the 15th ATAC group as well as Lana all had direct contact with the spores ("they aren't bad once you get used to it"). So at minimum, these individuals were already in the process of becoming Zor.

# Resources

Thank you everyone! Here is a list of places I have drawn information and images from to compile this RPG and sourcebooks. There are several other sites I have drawn upon that are no longer there, or I have simply forgotten which ones they were. All of these are great websites for additional pictures and information for using Super Dimensional Cavalry Southern Cross in other game systems, so please visit them.